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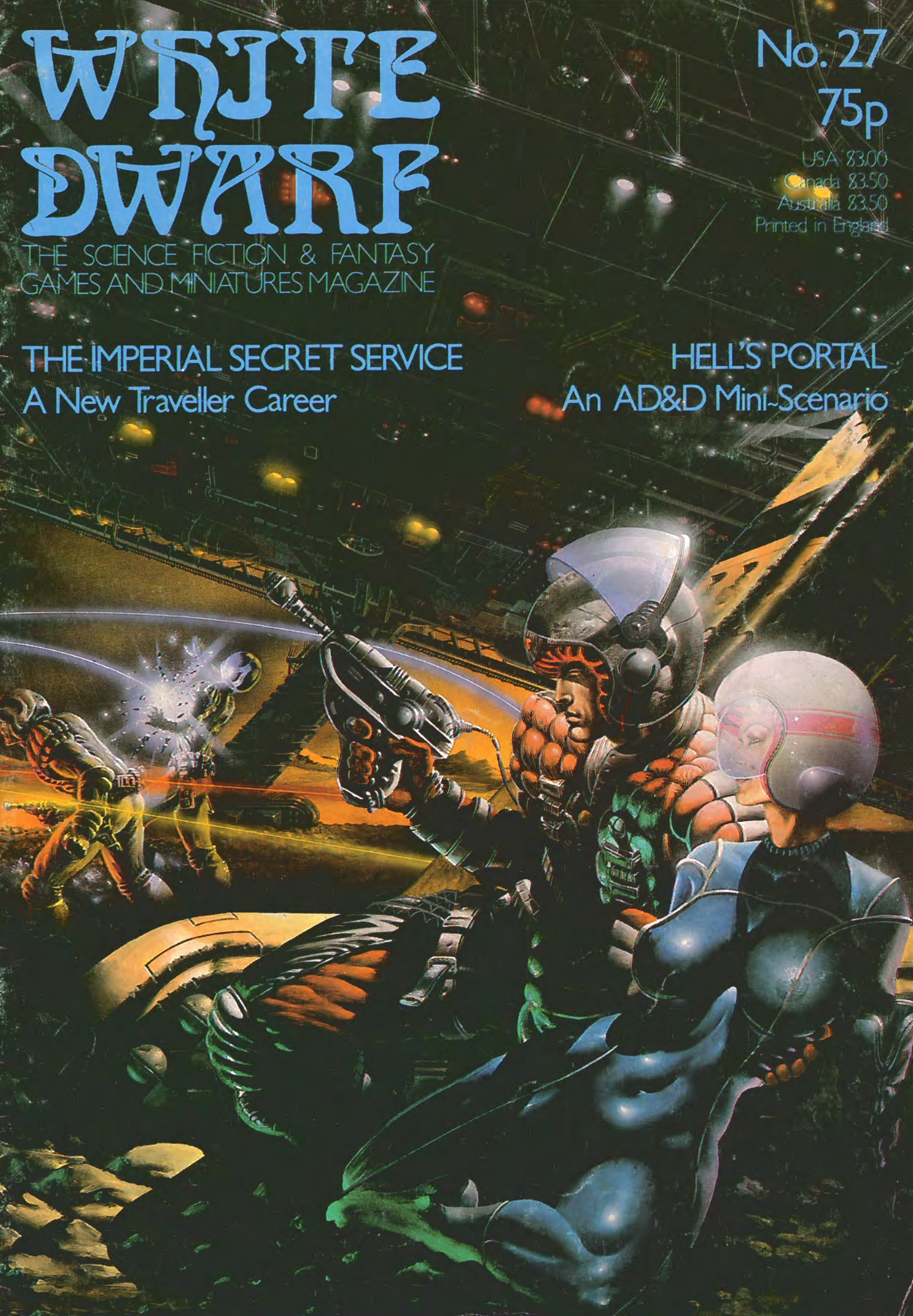

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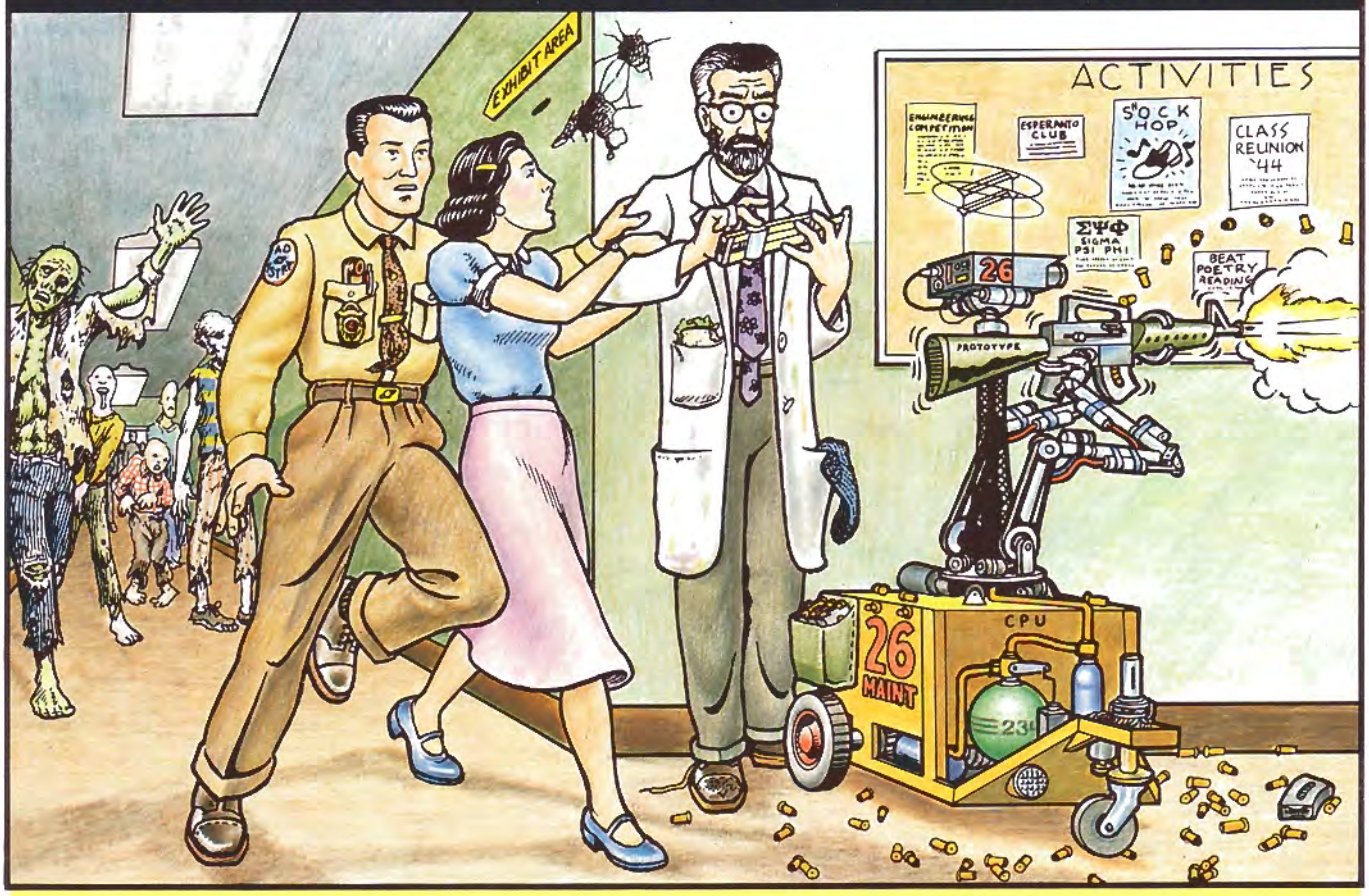

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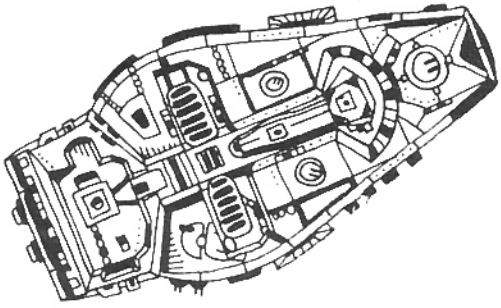

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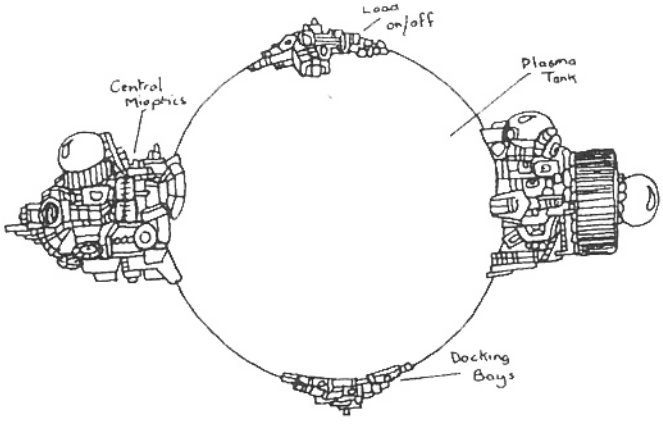

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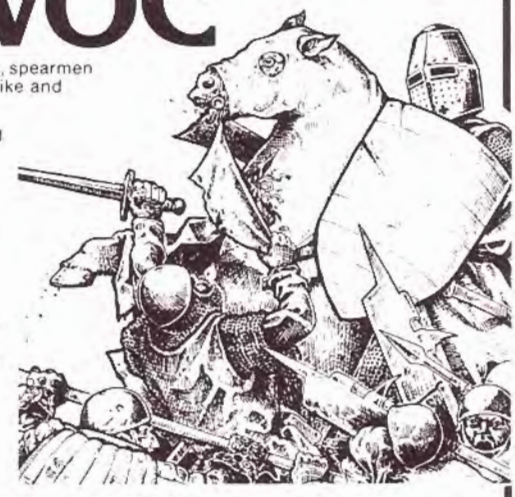

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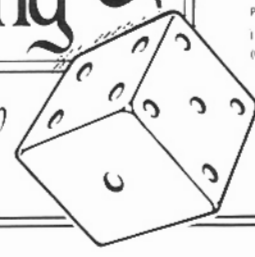

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This is more of a 'What's Going On' than an editorial. Firstly, we have moved our office to new planet-sized premises in London (see address above). Please send all articles, letters, etc to this new address.

Secondly, thanks to all you budding authors who have inundated us with articles to help make *White Dwarf* go monthly. 1982 should be the year of the monthly *WD*, but keep on generating new material for us.

Thirdly, it was good to meet and chat with many of you at the opening of Games Workshop's new outlet in Birmingham (see page 27), and I look forward to seeing many more of you at *Games Day '81* where I will be bouncing between the *White Dwarf* stand and running the *Battle-Cars* tournament (my new game soon to be published by Games Workshop – blush).

Ian Livingstone

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THE DUNGEON ARCHITECT Part 3

THE POPULATED DUNGEON

by Roger Musson

It is one of the strengths of *D&D* that it possesses a marked routine. In most games one can discern routine as well as active enterprise; the proportions vary from game to game. In chess, when one cannot think of any special plan there is a routine to fall back on of making general-purpose developing moves. In something like *Monopoly,* most play is routine: throw the dice, move the right number of spaces and so on; one's course of action is prescribed by the game system. The greater the element of routine, the easier the game is to play.

With role-playing games, the position is different. The rules explain how to generate characters, how to resolve combat, and so on, but not how to play the game. That onus is thrown squarely on the games master's shoulders, and it is he who is responsible for thinking up sufficient interesting happenings to keep the game going. So with, say, *Traveller;* for any gaming session a particular adventure must be devised in advance, and over a long period this is a considerable strain on the games master's ingenuity. If his imagination takes a holiday one week, so does the game.

D&D is different. Though the success of any campaign will depend on the special missions and adventures, there is a routine to fall back on; to wit, dungeon-bashing. Given that you have a large dungeon set in a wilderness with further potential for escapades, you have large sections of dungeon levels containing a motley assortment of treasures and monsters to which the players can resort at any time when no special adventure presents itself. This has several advantages. Firstly, it's easy. There is never the question 'what do we do now?', since there is a simple routine to follow of reconnaissance, mapping, target identification and looting. Secondly, it's productive. Characters gain experience, go up levels, gain magic items, and become better prepared for the special adventures when they do occur. Thirdly, in the course of such routine exploration characters may find leads to prepared adventures, and may therefore choose themselves which quest they will pursue rather than be told by the games master 'this is the set-up for today, folks'. Fourthly, it can be enjoyable in its own right. The one negative point is that such activity is also absurd. However, it makes the game work, and this is sufficient justification.

One big labour is required of the dungeon master; filling up all those rooms. Once that is done, he has considerable potential playing time in dungeon-wrecking expeditions to fall back on when he or the players can't think of anything special. But if a fair whack of playing time is going to be spent just charging around wrecking the place, then it is as well to make a good job of even the routine areas.

So there you are, with six hundred empty rooms to populate. What do you do next?

THE CYBERNETIC DUNGEON

The first question is, how random are you going to make it? Do you dice up everything with complete fidelity to the results, fiddle the throws now and then when you want more or less treasure, or do *you* make most of the decisions? I have experimented with every degree of randomness, from using totally random computer printout of room contents, to drafting everything deliberately, down to the last gold piece. The results are not unexpected; one cannot expect things randomly determined to be as interesting as things drafted intelligently, with interest specifically in mind; but there is a trade-off between quality of result and work needed to produce it. The trick is to hit the right balance.

A warning with regard to using random results: I once overheard a game being played in a dungeon which relied heavily on output from the Musson Mark II Cybernetic Dungeonmaster Computer Program. The party found a room which the computer had generously furnished with six werebears. In they went, and, after a furious struggle, slaughtered the werebears. They then looked around for the treasure. No treasure! After all, the program only gave monsters a 50% chance of having goodies. The players were furious. 'All those werebears and no treasure?' they cried. 'It's not my fault,' complained the DM, 'Roger's computer listing says there's no treasure.' Point one: any DM is responsible for what he says a room contains. Point two: there are plenty of pertinent replies available, amongst which 'serves you right for not casing the joint first' deserves a high place. One might also consider 'these werebears just happen to be impoverished', or 'all their treasure is actually lodged with the nearest building society'. Point three: never feel obliged to uphold a random determination. If you don't care for the idea of six impoverished werebears, give them some treasure, or cut down their numbers.

There is also a warning to be given regarding doing everything yourself: the hardest bit is getting the balance of treasure right. If you are stingy, you may continually postpone putting in any big treasure, with the result that the dungeon plays slowly. On the other hand, it is easy to be far too free with the wands and rings, with opposite results.

The best procedure works as follows. First, decide what proportion of rooms you want to be inhabited, inhabited with treasure, uninhabited with treasure, etc. Now compare these figures with the numbers of rooms in the level. If a third of the room are to be inhabited, and you have one hundred and fifty rooms, fifty rooms will have occupants. Good; roll up fifty monsters. Now work out how many treasures you're going to need, and roll up that number. Now you start the allocation process — non-randomly. This way you make sure (a) that monsters and their treasures are well-matched, (b) that interestingly-placed rooms are not empty just as a result of a die-roll, (c) that the occupants of a level are evenly spaced out, and not concentrated to leave huge empty boring areas. You also keep the right balance of force and riches.

THE IMPROVISED DUNGEON

There is one problem which will crop up eventually, so be prepared to deal with it in advance. Sooner or later, players reach part of the dungeon which you haven't got round to populating yet. When they saunter down that corridor to unpopulated rooms, what do you do? What you do not do is say 'Please don't go that way, I haven't done it yet. This is a quick way to burst the bubble of imagination, and reduce any feeling of involvement the players might have with the flow of action. There are several better alternatives.

The first of these is the quick heavy approach. You say 'Twenty feet ahead of you, you see fifteen ogres holding an impromptu union meeting in the middle of the corridor.' Exit players rapidly. The draw-back is that they may think those ogres live down that way, and shun the corridor in future for fear of them.

For the second tactic, credit should go to Peter Roberts; this is the innocuous clean-up crew or dungeon master's friend approach. This takes two forms; the first is the purple jelly. This creature resembles an ochre jelly, but is purple, and much bigger; big enough to seal off a corridor. The purple jelly is absolutely invulnerable to any form of attack whatsoever, magical or otherwise; it is also quite harmless. The party start heading a way you don't want to go, a purple jelly comes slurping up. If the area you want to keep the players out of is not easily sealed off, then orange door-mould comes into its own. This is an indestructable fungus which lodges in dungeon doors. A door so infested is anchored to its frame immovably. It won't open, no matter how hard you try. The fungus is completely magic-resistant as well, so *knock* spells are no good. This stuff often affects areas of a dungeon that have been devastated by recent attacks and not repopulated. You can thus guide a party through an area which has been picked clean by previous groups, and so stop them wasting a lot of time.

The third tactic is to make up the dungeon as you go along. This is not as difficult as it might sound, providing you are prepared to think quickly. The only problem is keeping a record, so it is not a good idea to improvise important parts of the dungeon. I had a sub-level that I never got round to building at all, so it was always improvised. It was always different as a consequence. It is not a good idea to switch to improvising if the players are going to suspect.

But assuming that you have the corridors and rooms already mapped, there is a very good alternative to improvisation; the Emergency Room Register, also known as ERR. For each level, prepare a list of contents of twenty rooms or so: monsters, treasures, decoration, etc. Number each room 1-20. If players move into an area that you haven't populated, and open a room, select a room randomly from the appropriate list in the Emergency Room Register. If you roll 11, then the contents of ERR room 11 are what the players find. Scribble down somewhere that room 73 on level 2 is equal to ERR room 2/11, and then later on you can copy the contents across at your leisure. The advantages with this system is that the players find fully finished rooms, and what they find is permanent. It is true that if they had opened the door three down on the right instead of the door they were at, it would have made no difference to what they would have found, but as long as they don't know that, it won't hurt them.

THE SILLY DUNGEON

The place of humour in *D&D* is a matter of debate. Merely treating the conventions within the game mechanics in a totally deadpan way can be quite amusing, as injured NPCs moan to one another about how many hit points they've lost. However, there are limits, which is not to say that these limits cannot be transcended. There is the possibility of populating one's dungeon entirely with humour in mind. The result is the Silly Dungeon. This place is inhabited mostly by fetishistic thieves (in black leather armour), pink homosexual kobolds, tribbles, demon teddy bears and the absolutely obligatory giant SS killer penguin. Most of the treasure turns out to be gold pieces which are chocolate when you peel the shiny

paper away. Magic items include the celebrated *Ring of Earth Walking,* which allows you to walk on solid earth as if it was . . . solid earth. The corridors, when accurately mapped, spell out rude words, and credit for the whole place is frequently given to a wizard by the name of Prang.

There's no disputing about tastes, and if this appeals to you, you might like to try your hand at designing a Silly Dungeon. Two caveats, though. Firstly, it helps if you are, in fact, above averagely witty (be honest); once the jokes start to pall with repitition the Silly Dungeon loses its raison d'etre. Secondly, once the illusion of romance and adventure has been pierced by Monty Pythonisms, it may be hard to regain. *D&D* can stand up to a lot of joking, providing there is an underlying current of seriousness to carry it through. A serious dungeon in which amusing things happen will be a more lasting source of amusement than a dungeon in which every vaudeville prop is thrown at the players in quick succession.

THE REWARDING DUNGEON

Dungeons have treasure. Players like finding treasure. Therefore we should put lots of treasure in our dungeon rooms, yes? At the outset of this series we discussed the disadvantages of putting lots of treasure in dungeon rooms for the above reason, but then it was tacitly assumed that treasure meant gold. We shouldn't be narrow-minded about this. There are other sorts of 'treasure' which are interesting to find, yet do not carry with them any dangers of over-balancing the game. We can divide these into three categories.

Maps

In the original *D&D* books, maps were the treasure maps of popular fiction, and therefore valuable finds indeed. Once you discovered that ancient map, there was nothing to stop you from finding the stricken oak, taking ten paces west and digging down to the goodies. As DM, you don't want too many of these things around, for obvious reasons. But minor maps are something rather different. These are little maps of bits of levels, or bits of several levels, which might show corridors and rooms only, or note details of some of the inhabitants and contents of rooms. The degree of detail is up to you. Rationalisation of these is easy; previous parties of adventurers made maps of parts of the dungeon in just the way the present players do, and when they got killed, their maps remained floating round as part of the general dungeon contents. For standards of illegibility, see whatever your players produce themselves, and do likewise. I have even confiscated maps made by members of one party when they were killed off, and using the same maps as minor treasure to be found in the same area by members of some other party. This can be amusing if the handwriting is recognised — 'Hmm, looks like hobbit Bland's scrawl — so that's where they got to, is it?'. Maps can be found torn up into little pieces, or stained with blood (cochineal?). Even if they don't mark treasure on them, they may still be useful in increasing the players' knowledge of the local dungeon geography. Of course, some may be bogus, showing non-existent parts of the dungeon, or including misleading details about room contents (these can be superb if they are entirely misleading without being in any way untrue); they may lead players straight into a trap, or mark non-existent secret doors in places where searching for them might be dangerous.

Documents

These can be of various different kinds. One is simply the map-in-prose. 'I hid the sword "Widowmaker" in the oval room past the Hall of Wights.' This isn't much help until you can find where the Hall of Wights is. Some may be clues which could lead to wilderness adventures if followed up, and cast in the form of intercepted correspondance, military despatches, fragments from sagas, riddles, drawings, proclamations, whatever you like. Some may be genuinely helpful, others less so, others none at all. Some may be entertaining in their own right. The past master of the latter was Nick Best, whose dungeon was laced with application forms for such exotic things as removal of mistletoe from the knees.

Magic

Powerful magic items must be distributed with care, but shallower levels of the dungeon can be spiced up with items of limited usefulness. My own favourite is Peter Robert's *Badge of Orc Impressing.* This is a little badge which you wear; if you meet a group of orcs, 1-6 of them will be impressed and give due consideration to anything you say, whatever due consideration is to an orc.

A couple of general notes: I used to keep a goodies bag of unlocated odds and ends, which I would dip into in two sorts of circumstance: one, if players were having such a sad time of it that I actually felt sorry for them; two, if a player searched in a hiding place which was so clever that I wished I'd thought of it myself. Should you follow this practice, never admit it. Now that I've admitted it, I shall abandon it. In *D&D* it isn't necessary to play by the book, but it is essential that the players shall always think you are.

The other piece of advice is don't overdo it. As with other things, if you deluge your players with curious antique scrolls the thrill will wear off too soon.

THE VAGRANT DUNGEON

My final theme is this: think about what is going on inside your dungeon as you populate it. Think about it from the inside instead of from the players' point of view. A dungeon that has internal consistency is more interesting than one which doesn't. Have as many inter-weavings of relationship as possible within the dungeon.

I cherish a cartoon that appeared in *Underworld Oracle,* showing the interior of a pub full of various monsters drinking and chatting. Prominent are two trolls, one of whom is saying, '. . . so I turned to this adventurer and said to him, "Well, what do you think we do when we're waiting for a six on the wandering monster roll?" . . .'. Seriously though, what do they do? Is the whole dungeon frozen into stasis except for anything within fifty feet of a party of adventurers? If the party peep into a room and see an ogre torturing a kobold, and if they leave and return two weeks later, will the same ogre be torturing the same kobold in the same room still?

Some degree of constancy is desirable, to give players a chance to make reconnaissance and then return with a plan, but how much is a moot point. I can conceive of an alternative way of running a dungeon, which is as follows. For each type of monster in your dungeon, decide on a lair (which may be one room, several contiguous rooms, or several dispersed rooms) and a population total. If you decide on , say, thirty orcs, then that's it, there are thirty orcs in your dungeon, and if the players kill thirty orcs then they won't meet any more (unless visiting orcs arrive). The lair of an intelligent species will be guarded intelligently; and magic weapons in their possession will be used if possible. Those orcs not on duty in the lair will be roaming the rest of the dungeon looking for prey. They may be carrying treasure on their own behalf; perhaps they've just looted it from somewhere. When you populate the rooms other than those that form parts of lairs, when using this system, you

need only indicate the decor and any hidden treasures that are permanently there but add carried treasure as per rooms. Suppose you roll up orcs. Are there any orcs left? If the orc population is so depredated that only a small guard is left on the lair, then no encounter will take place far from the lair. If the players discover orcs in a room away from the lair area, and leave them, and then return, the chances of those orcs still being there will depend on how long they've been left alone.

Non-intelligent and non-gregarious creatures will behave in a more conventional fashion — occupy any old room on a more or less permanent basis and eat anything that pokes its nose round the door. However, if this is how such creatures behave, they are less likely to be met with as wanderers. And if a giant snake does come sliding up the corridor, it must have left its nest somewhere — so if it is killed in the corridor, that's one more unguarded treasure lying around somewhere. Unless the orcs get it, of course. Exactly how to organise the details I leave up to you; I only suggest the idea.

THE ECOLOGICAL DUNGEON

And here is a curious idea to finish with — have you ever considered that little-studied field, dungeon ecology? If your dungeon is awake even when there are no players within fifty feet, there must be quite a bit of in-fighting amongst the inhabitants, unless there is someone to stop it. It becomes possible to think of the dungeon as an ecosystem, with different creatures competing for treasure rather than food. If you were a miserly ogre mage, and there was a kobold living next door who had a nice collection of jewellery, wouldn't you flatten him and take it? Therefore one expects a hierarchy where the strongest monsters inhabit the best places (the lowest levels) and have the best treasures — which is what one finds — or is it? The interesting thing is that monsters are rated in terms of how dangerous they are to players, not to other monsters. For instance, most players would rather tackle a gargoyle than a giant, but in a fight between the two, the gargoyle would come off an easy winner, since most giants don't have magic weapons, the only means of damaging a gargoyle. Some DMs rule any monster to strike as a magic weapon, but I remain suspicious of this. Does one grant the same privilege to elves and dwarves, for instance?

And magic or no magic, I can tell you one monster which could cream most others with perfect safety, and yet players laugh at it. Who? The ochre jelly — for how many monsters have flasks of oil to throw at it? A useful thought if you ever have any *charm monster* spells to throw around.

I'm not suggesting that you should actually build an ecological dungeon — some sins against reason are necessary to make the game play at its best. But to have conflict within the dungeon that is independent of the players is no bad thing. The more you can give the impression that the dungeon is a real place, where things happen, things that the players can become involved in, the more interesting the dungeon becomes — and it needn't have thousands of gold pieces in every room at all. ■

The Imperial Secret Service

by Robert McMahon

A new Traveller *career. Referees using this system will need* Traveller *books 1-5 (the basic set, plus* Mercenary *and* High Guard*).*

Background

Although every service of the Imperium maintains its own intelligence section, such as the Covert Survey Bureau, Naval Intelligence, ITTO Intelligence, etc, the major part of Imperial intelligence work is carried out by the Imperial Secret Service. This is a massive organisation estimated to employ some forty million persons throughout known space.

The service is divided into three sections: Special Intelligence, which undertakes the more important and secretive missions; the General Duty Branch, which performs the 'dirty work' and general operations; and the Detached Duty Branch, to which all retired members of the Service belong.

Enlistment

At the beginning of any term of service after his first, a character may request a transfer from his current service to the ISS. A character may make a general application, or a special application.

The general application requires a roll of 9+ on 2d6 to successfully transfer; DMs are: Stren 7+, +1; intel 8+, +2; per assignment to Intelligence School, +4; per level of Streetwise skill, +1. The successful applicant enters Special Intelligence if the modified score was 15+; if the score was 9-14, he enters the General Duty Branch. An unsuccessful applicant remains in his original service.

The special application requires a modified roll of 15+ on 2d6 for success; DMs are: Intel 9+, +2; educ A+, +2; social 9+, +1; per assignment to Intelligence School, +4; per level of expertise in Streetwise or Bribery, +1. The successful applicant is assigned to Special Intelligence. Unsuccessful applicants must continue in their original service, with a DM of -1 on all rolls for promotion that term.

If once rejected, a character may apply again at the beginning of a new term; such attempts have a cumulative DM of -2 per previous rejection to the enlistment roll.

Service

The ISS provides no training programme for recruits; the character's previous service is assumed to have provided this.

Assignments are handled in the same way as assignments in Book 4, *Mercenary*, or Book 5, *High Guard*. Each lasts one year. Special Intelligence agents may only receive one promotion per term unless one of their assignments for the term is Imperial Attache, in which case two are possible. General Duty Branch agents may receive one promotion per year, and if promoted from rank E6, are transferred automatically to Special Intelligence with a rank of 01. Ranks are as follows:

GENERAL DUTY BRANCH	SPECIAL INTELLIGENCE
E1 Field Operative 3rd Grade	01 Lieutenant
E2 Field Operative 2nd Grade	02 Captain
E3 Field Operative 1st Grade	03 Major
E4 Imperial Agent 3rd Grade	04 Lieutenant Commander
E5 Imperial Agent 2nd Grade	05 Commander
E6 Imperial Agent 1st Grade	06 Subsector Marshal

ASSIGNMENT TABLE (Roll once per year)

Dice	*Special Intelligence*	*General Duty Branch*
2	Military Duty	Military Duty
3	Infiltration	Military Duty
4	Infiltration	Infiltration
5	Infiltration	Communications
6	Communications	Communications
7	Base Duty	Base Duty
8	Training	Training
9	Surveillance	Surveillance
10	Special	Surveillance
11	Special	Special
12	Special	Special

Military Duty: The character is posted to an active military unit as intelligence officer/operative.

Infiltration: The character is planted in hostile territory to infiltrate the enemy's command structure, survey planetary defences or some other dangerous mission.

Communications: The character serves in a communications unit linking intelligence units in the field with subsector command. This frequently involves starship travel.

Base Duty: The character is held in reserve for future operations and is often used for administrative work for the service.

Training: General training to improve the character's specialist skills.

Surveillance: Observation of enemy agents, military units and fleets, both within the Imperium and beyond.

Special: The character has been selected for a special assignment, roll 1d6 (DM+1 if Special Intelligence agent):

1:*Survival Training.* Roll 3+ on 1d6 to receive a level of expertise in each of the following skills: Vacc Suit, Survival, Hunting.

2: *Cross-Service Training.* The character is posted at random to another service; roll 1d6, with 1 indicating Navy, 2 Marines, 3 or 4 Army, 5 Scouts and 6 Merchants. The character may select any branch of service, and roll for one skill on the service skills of MOS tables of that branch.

3: *Specialist School.* The character receives a level of skill in one of the following areas of expertise (roll 1d6): 1 indicating Demolitions, 2 Commo, 3 Forgery, 4 Admin, 5 Interrogation, 6 Computer.

4: *Medical Academy.* Roll 3+ (1d6) to receive a level of Medical expertise, and 5+ (1d6) to receive a level of expertise in the following skills: Admin, Computer.

5: *Ground Operations College.* Roll 4+ (on 1d6) to receive a level of expertise in each of the following skills: Streetwise, Gun Cbt, Admin.

6: *Space Operations College:* Roll 4+ (1d6) for each of the following skills to receive one level of expertise: Pilot, Ship Tactics, Vacc Suit.

7: *Imperial Attache/Aide.* Roll 1d6; on a roll of 1-4, the character is assigned as an Imperial Attache, receiving +1 social standing and automatic promotion of one grade. On a 5-6, the character has been assigned as an Imperial Aide, receives +1 social standing and may select his next assignment, other than Imperial Attache/Aide.

RE-ENLISTMENT

A character may re-enlist in the ISS on a roll of 6+ to serve another term. He may re-enlist automatically in his previous service, or any in which he has cross-trained.

MULTIPLE SCHOOL ASSIGNMENTS

The ISS has such excellent instructors that an unlimited level of skill can be gained from such assignments.

MUSTERING OUT

Mustering out benefits are received from the character's initial service, in the normal way. Characters who retire (not fail the re-enlistment throw) are retained in the Detached Duty Branch. At the beginning of each game year thereafter the referee rolls 2d6 to determine if the service requires the character to perform any mission that year: a roll of 2-8 indicates no task assigned, 9 mercenary service, 10 surveillance, 11 kidnapping or rescue, and 12 assassination. The service pays well for work done in this way, and in addition members of the Detached Duty Branch draw a handsome pension, calculated as Cr 5,000 pa per term of service over the fourth, and Cr 5,000 per rank in Special Intelligence. Should a character fail in a task, he is removed from the Detached Duty Branch. Further details are the province of the referee.

ASSIGNMENT RESOLUTION TABLES

	Military Duty	Infiltration	Communication	Base Duty	Training	Surveillance
Survival	5+	6+	4+	Auto	Auto	4+
Decoration	7+	6+	10+	None	None	9+
Promotion	6+	6+	10+	(8+)	(7+)	9+
Skill	5+	4+	7+	9+	6+	8+

DMs: For promotion, +1 if intel 9+; for survival, +1 if Streetwise 3+. Figures in brackets indicate that Special Intelligence agents may not make the roll.

Decorations: If the required score is exceeded by 0-2, the MCUF is awarded; the character has a DM of +1 on all promotion rolls that term. If the score is exceeded by 3-5, the MCG is awarded, yielding a DM of +2 on promotion rolls; if the score is exceeded by 6 or more, the SEH is awarded, with an attendant +3 DM.

SKILLS TABLES

The skill table a character may consult if he rolls the requisite number for a skill depends on his current assignment. Agents on Military Duty may use the Branch, Combat or ISS tables; Infiltration allows use of the Branch, ISS or Underground tables; Communication, Branch, ISS or Space tables; Base Duty, Branch or ISS tables; Training, the Branch table only; and Surveillance, the Branch, ISS or Underground tables.

BRANCH TABLES

	Special Intelligence	*General Duty*
1	Gun Cbt	Gun Cbt
2	Liaison	Brawling
3	Computer	Interrogation
4	Forgery	Forgery
5	Bribery	Electronics
6	Leader	Demolitions

OTHER TABLES

Space Skills	*Combat Skills*	*Underground Skills*	*ISS Skills*
1 Zero-G Cbt	Gun Cbt	Gun Cbt	Vehicle
2 Ship's Boat	Gun Cbt	Streetwise	Carousing
3 Vacc Suit	Hvy Wpns	Streetwise	+1 Stren
4 Commo	Tactics	Liaison	+1 Dext
5 Pilot	Medical	Carousing	+1 Endur
6 Ship Tactics	Interrogation	Bribery	+1 Intel

Vehicle, Gun Cbt and Hvy Wpns skills require immediate further specification. ■

In Open Box, *Science Fiction and Fantasy games and rulebooks currently in the shops are reviewed by independent authorities.*

Deluxe Edition *TRAVELLER*

Game Designers' Workshop — £14.95

The game comes in a bookcase box, containing three rule-books a 17" x 22" colour map, *Book 0 — An Introduction to Traveller,* and an adventure, the *Imperial Fringe,* as well as 2d6.

A good role-playing game is realistic, easy to play, and captures the imagination; *Traveller* is such a game. Players take the part of adventurers in the far future. Characteristics are diced using 2d6, and comprise the familiar strength, dexterity, endurance and intelligence common to most role-players, education and social standing. The character then enlists in the Imperial service of his choice — Navy, Marines, Army, Scout, Merchant, or Other — where he serves a number of four-year terms, gaining rank and skills thereby. This procedure is a mixture of chance and design; a player may choose what type of skills he learns, but not the actual skill — needs of the Service modify individual desires. The player must balance the skills he gains against the chance of dying in service, or growing feeble — from his mid-thirties onward, a character must make saving rolls every term to avoid losing points from his strength, dexterity and endurance. The character then musters out, gaining cash and other benefits; he is now ready to start adventuring.

Weapons range from sticks and stones to lasers; a disappointment here is that there are no blasters, no phasers — mostly just old-fashioned, reliable slugthrowers. Armour ranges from heavy leathers to powered battle armour. A character rolls 2d6, adds or subtracts modifiers based on skill, range, weapon and target armour, and if the result equals or exceeds an 8, he has hit, and dices for damage. Damage is subtracted from a target's strength, dexterity and endurance in one-die packets at the victim's discretion; if one characteristic falls to zero, he is unconscious; if two do so, he is a hospital case; and if all three reach zero, he is dead.

Characters and combat are dealt with in *Book 1. Book 2* deals with spacecraft. The combat rules play well, being two-dimensional and based on true vector movement, and the construction rules are the most believable available. Three types of weapon are presented: lasers, missiles, and a kind of anti-laser chaff called sand. Constructed vessels range from 100 to 5000 tons; starships are capable of making an interstellar Jump, and non-starships lack this facility. Ship's auxiliary boats present fewer options; a size and performance is given for each one, together with the payload space and a list of items to fill it. Interstellar travel is across a two-dimensional hexgrid, with a ship's Jump capability determining how far it can go in each Jump.

The third book deals with *Worlds and Adventures.* Worlds are diced up using 2d6 for major features — starport, size, atmosphere, population, government etc — and each is assigned a technological level. Encounter tables are provided for both persons and animals; the latter are classified by their ecological niche, and described in terms of size, weapons, armour and speed. Appearance is left for the referee to describe. This book also contains a selection of equipment and vehicles; it would have been nice to see a pricelist listing all in order with their price and tech level for quick reference.

Worlds are grouped in subsectors — a subsector is a 10 x 8 hexgrid, each hex having a 50% chance of a world being present. Since the scale is one parsec to the hex, this is a bit close together, but it is playable, and that is the main point.

At this point in the original the main fault of *Traveller* became apparent; there was little advice for the inexperienced role-player on how to set up a campaign or an adventure. This put off many gamers but has been rectified in the *Deluxe* set; here we have a large *Book 0,* which describes what role-playing is and how *Traveller* should be played, laced with examples and essays. *The Imperial Fringe* provides a ready-to-play adventure, which will lead them across most of the 16 subsectors of the map. Brief background details and statistics listings are provided. A couple of alien races are described, which again was missing from the original. The adventure would be boring on its own, but in the course of it the referee will generate his own ideas.

What of the differences between this and the old set? The whole is better laid out, and omissions and typos have been rectified. Ship combat is now metricised. More detail is given — tech levels for drugs, more sample spacecraft, revised encounter tables, more equipment and so on. The starship construction rules seem to have been slightly rewritten to fit in with *High Guard.* Descriptions of skills have been updated, and some character and ship sheets are included.

However, the basics of characters, combat, ships, trade and worlds remain unchanged. While this edition provides more detail than the basic set, it doesn't supersede it.

Overall: For newcomers, 10 Andy Slack
For old hands, 4

GRIFFIN MOUNTAIN

Chaosium — £11.95

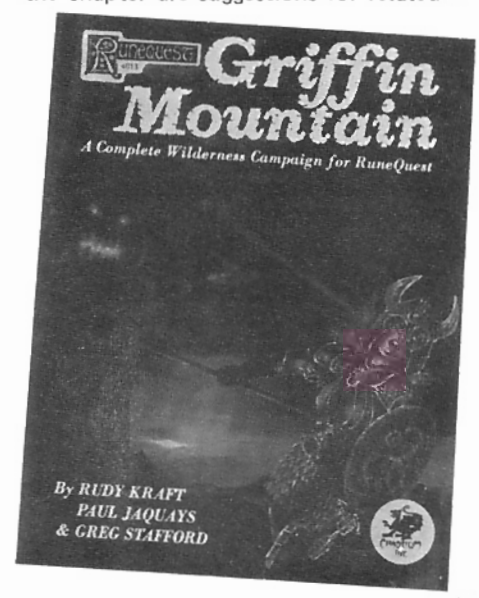
This book presents a *RuneQuest* campaign which is both complete and capable of expansion. It includes, in 202 pages, the history, geography, economy and politics of a large area to the north of Dragon Pass and Prax, with details of inhabitants, encounters, and places of interest.

The book is divided into eight chapters, followed by well-organised indexes, which save frantic leafing through at critical moments. Also useful (to those unfamiliar with *RQ* supplements) is a note on How to Read the Stats.

I particularly liked the introductions by the three co-authors. It was good to glimpse something of the book's development.

In the first chapter is a summary of the history and geography of Glorantha's northern continent. This is well written and contains additions of interest even to those already familiar with the *RQ* mythos. There is a section on determining weather in Balazar (the area of the campaign). It is simple to operate, produces realistic results and, like so much of the rules presented in *Griffin Mountain,* is readily applicable to many another campaign.

The second chapter describes the people of Balazar and their general style of life (late stone-age). Included here is a section on starting a Balazaring player-character, notes on religions to be found in the area, and two cults: Foundchild the Hunter and Cacodemon. At the end of the chapter are suggestions for related ▶



▶ scenarios. Throughout the rest of the book, each chapter concludes with appropriate scenario ideas to the material found in it. These allow for the whole range of player-character ability and give an insight into the character of the campaign area.

Chapter Three is concerned with the citadel-towns of Balazar. Principally it deals with town encounters, giving an encounter table for each citadel and details of personalities encountered. There is a very good system for tavern encounters including a small selection of fully personalised NPC's. These are beautiful examples of what NPC's should be. They all have personality traits, interests and connections with other people in the area worked out. These connections and interactions with others are what weaves the whole work into a living, breathing campaign. There is a section on each of the citadels giving personalities, its history as the *locals* see it, and detailed maps. Principal buildings are keyed to concise descriptions in the text.

The following chapter describes in detail the leaders of the many power groups to be found in Balazar, including the citadel Kings and the mysterious shaman, Blueface. It also includes a new NPC record form. The scenarios would suit the more powerful PC.

The fifth chapter covers caravans — why they are necessary, schedules, etc. A complete price list of articles for sale is provided plus details of caravans to be found in the area. Scenarios given relate to caravans, and proved very useful in playtesting. You don't get rich, but you do gain contacts, information and opportunities for acquiring experience — especially learning foreign tongues!

The next chapter on information is liable to revolutionise many campaigns. Presented here is an extensive catalogue of information, identified both by source and subject; its availability, price and accuracy. My players derived a major objective out of the need to raise money to purchase reliable information on subjects, about which they heard only tantalising snippets in taverns and streets. A section covers maps, from carefully drawn charts available from Llankhor Mhy temples to travel sketches and verbal descriptions. A desultory half page covers information-gathering scenarios, with a nice paragraph on con men.

Chapter Seven, on encounters, would need expansion for a long running campaign, but gives you a lot to be going on with and shows you *how* to expand it. The chapter opens with descriptions of terrain and its effects, a movement point system for the Umpire's hex-gridded maps, and a reaction table. An encounter table follows, cross referencing encounters with terrain, and with individuals sections for each possible encounter. The chapter concludes with a section on odd finds that characters may come across.

The eighth and final chapter covers nine major adventure scenarios, including the one in the title *Griffin Mountain*. These all provide at least one full playing session apiece and range from an interesting non-lethal spot, to a fallen god and a couple of pretty hairy dungeon-type complexes. They are all presented in a perfectly clear manner with full stats for inhabitants and some rather interesting twists in the way of tricks, traps and one-off monsters.

Fixed ingeniously in the back of the book, ready for easy removal, is a large umpire's hex gridded map of Balazar and the Elder Wilds, printed on stiff paper. I was rather disappointed with the black-on-sepia map, with its rather crude shadings and cross-hatching to indicate terrain types. It would have been nice to see the more pictorial style of cartography used in the *RQ* rulebook.

It would also have been nice if many of the tables had been collected together or provided as reference sheets.

This is an exemplary work, full of imagination, clear thought and hard work. It contains much material relevant not only to itself or for a single use, but to many situations and for repeated use. In short, it's a labour of love and a must for all Glorantha-orientated *RuneQuest* umpires.

Overall: 9 **Murray Writtle**

STARFLEET BATTLES

Task Force Games — £9.95
Starfleet Battles Expansion Kit — £3.95

Wanted — wargamers, to boldly go where no player has gone before, boldly. Who could resist a challenge like that? Certainly not your intrepid hack, which is how I landed up reviewing *Star Fleet Battles*. I was reluctant to review a science fiction game based on a famous TV series for three reasons: (a) sf tactical games have a depressing tendancy to use the same old rules as 'historical' tactical games, but with no history to underpin them (b) I found it difficult to see how the designer could avoid a game based on a TV show being a rip off (c) any article on anything to do with *Star Trek* is bound to have too many cliches per line. However, persuaded by *TFG's* solid reputation for good products I burrowed into the highly detailed rules and emerged convinced that points (a) and (b) have no relevance to this game, although I see I have already fallen foul of point (c).

Star Fleet Battles is a fairly complex tactical level game which examines ship-to-ship combat in the fictional universe of *Star Trek*. The designer has made a great effort to recreate this universe and, in doing so, has given the game a solid story line with an impressive internal consistency. Wherever reality is in conclict with the TV storyline the designer has plumped for the story, and quite rightly. Mercifully the game system only uses two dimensions as my brain overheats trying to follow velocities in 3D.

Spiritually, this game is related to WWI battleship simulations as the spacecraft involved are 'Doc' Smith's mighty vessels of space rather than *Star Wars* space fighters. Each turn every player adds up the energy available from his ships engines and then allocates it to various functions. First energy must be put into essential equipment such as 'life support systems'; dropping dead of cold or lack of oxygen has a detrimental effect on crew morale. Next the remaining energy is distributed between shields (for defence), weapons (for offence) and drive (to move). Naturally there is never enough energy for all requirements so you effectively end up redesigning your 'battleship' every turn, so of course does your opponent. Actually when you sit there in your swivel chair powering your shields, putting over the helm, arming your photon torpedoes etc it's almost possible to hear this Scots voice wailing in the distance, 'Captain — the engines, they will nae stand it.'

On each ship there is a separate shield for every hexside. These shields can be independently boosted to increase their defensive capabilities. So an important tactic is to 'harden' one of the shields and then keep this side facing the enemy. Conversely, you must try to work out your way round to your opponent's weak side, wherever you conceive it to be, and concentrate fire on this spot until his shield is knocked down. Then one can start to do unpleasant things to his innards; once a craft's power sources start to fail the battle is lost. A game of manoevre needs a sophisticated movement system and Stephen Cole (our friendly designer) has not failed us here. A simultaneous movement technique has been adopted, starship commanders plot the movement of their ships in advance. Then the ships are moved one hex at a time using a slightly complex matrix which ensures that they move at different rates according to their speed (Hm, clear as mud that — never mind buy the game and you will see what I mean). Ships can fire at any point in the movement sequence — once. Fine skill is therefore required to judge just when the moment of decision has come to 'let them have it' for maximum effect. Funnily enough the last time I saw this type

of movement system used it was on an ancient galleys naval game, which goes to show that there is nothing new under the sun, or any other star.

A number of ship types are offered in the game from seven fleets, including the Federation, Klingons, Romulans and Kzinti (and does Larry Niven know). The components of the game allow a single ship duel to be fought, if more ships are to be used (eg for more players) recourse must be made to a photocopier. One or two solo scenarios are provided but to get the best from this game you need an opponent.

At first sight the expansion kit might seem a little expensive but it includes a fair number of components, more ships, two new races and new scenarios. I was impressed by the designer's ability to include only genuinely new ships and weapons; too often expansion kits are merely more of the same. This is the sort of game that gets under your skin so an expansion kit is a welcome extra. Apparently more kits are to follow. I also understand that a strategic game *Federation Space* is ready for release which will link into *Star Fleet Battles*. Now there is an idea for a club campaign game.

I have no hesitation in recommending this game. The only word of warning I would give is that it may be a little complex for beginners or younger gamers (who might usefully look at *TFG's* simpler game on a similar subject *Starfire*). Now if you will excuse me I have to go and split infinitives with a Klingon – beam me up Spock!

Overall: 8 **John Lambshead**

IISS SHIP FILES
Games Workshop – £1.95
TRADERS AND GUNBOATS (Traveller Supplement 7)
Games Designers' Workshop – £1.95

Two booklets have recently been released for *Traveller* dealing with starships. *Traders and Gunboats* is an official *GDW* supplement covering eight starships and four spacecraft in common use throughout the Imperium. *IISS Ship Files* is an 'approved for use with' *Traveller* booklet from *Games Workshop* presenting six starships from both sides of the Imperial borders.

Presentation is good for both booklets. *Traders and Gunboats* is in standard *GDW* style, starships are grouped into four sections: scouts, traders, gunboats and small craft. Full deck plans and specifications are provided along with some illustrations. In addition there is a summary of *High Guard* statistics for the vessels and an alternative starship encounter system. This system gives over sixty possibilities and is a useful expansion that would be helpful to a campaign such as *Twilight's Peak* where there is much interstellar travel. *Ship Files* is presented as a photographic file, the same size as *Traders and Gunboats*. Each starship is described separately in detail with an exterior illustration for each vessel and full *High Guard* stats.

The ship plans are where *IISS Files* scores a major advantage over *Traders and Gunboats*. The whole purpose of producing a book like *Traders and Gunboats* or *IISS Ship Files* is to provide some deck plans upon which adventures can be run.

Although the type of adventure – hijack, 'the Beast', mutiny, boarding, etc. – can vary, the need for an *interesting* ship plan does not. If a scenario is to hold the players' interest then a plan must offer some sort of challenge.

In *Traders and Gunboats* the plans are reasonable but nothing special whereas the plans in *Ship Files* are outstanding, probably the best available for *Traveller*. The plans are well-designed and the three times so far that I have used them they proved their worth, producing enjoyable shipboard actions even if casualties were rather high (especially amongst NPC's!)

The ships covered by each booklet do not significantly overlap – so people who buy both books will have a good assortment of ships to use in their campaigns. The starships featured in *Traders and Gunboats* are: an x-boat, an x-boat tender, a type S scout, a type J seeker, a far trader, a type R subsidized merchant, a system defence boat and a *Gazelle* class close escort. The starships of *Ship Files* are freight carrier, a company x-boat, a Zhodani frigate, an Imperial troop carrier, an interdiction satellite and a Vargr tradeboat. *IISS Ship Files* gives far more information on each vessel than *Traders and Gunboats* which is a little too brief, some of the latter's deck plans are not fully keyed and full specifications are not always presented. *IISS Ship Files*, on the other hand, gives a full history, specifications, plans and key, crew roster and referee's notes.

Traders and Gunboats is a useful addition to the *Traveller* library, providing plans for 'official' ships. *IISS Ship Files* on the other hand covers unofficial starships but the deck plans are excellent, providing very useful material that all referees could benefit from. These two books are both very good, but *IISS Ship Files* deserves full marks for giving the best ship plans for *Traveller* yet.

Overall: **Robert McMahon**
IISS Ship Files, 10
Traders and Gunboats, 9

ASTEROID
Games Designers' Workshop – £4.50

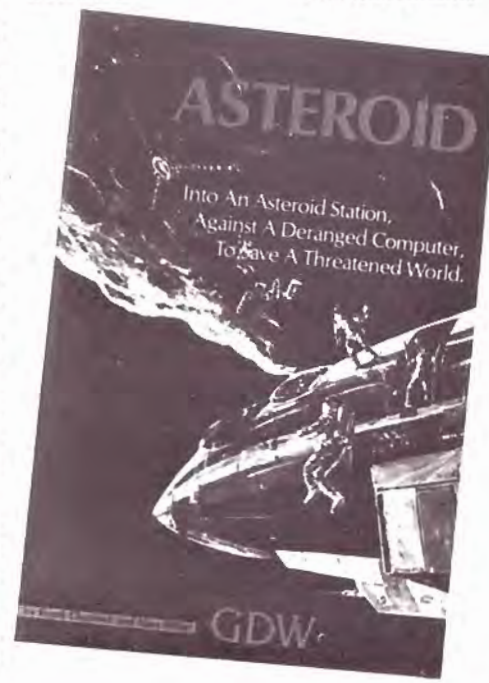
It is difficult to remain serious when playing *Asteroid*. *GDW* have a reputation for producing space opera; this is their first attempt at the earlier art of science fiction melodrama. One is tempted to facetiously depart from the rules.

For *Asteroid* draws its substance from pulp sf; all the old characters are there. We have the mad (but deceased) scientist who has programmed an automatic mining asteroid to plunge into the Earth, causing the end of life as we know it. This possibly laudable project is about to be interfered with by a shipload of typical goodies: Professor Delacroix and his daughter, Scoop Phillips the ace reporter, Lucky and Muscles McGhee, Sasha the dog and others, who must shut down the computer and activate a self-destruct sequence, braving the computer's robotic aides to do so. To go through the tricks and character interactions would spoil your enjoyment; this is essentially a game of fun and diversion.

A bonus is that it is simplicity itself to turn the game into a *Traveller* or *Snapshot* adventure by merely altering the characters to the format of the chosen game.

Asteroid contains a 24 page rule and background booklet, one die, and eight geomorphic maps representing the interior of the asteroid. It is harder than it appears to distil all the elements included into such a concise and playable format, and *Asteroid* offers a lot of fun to those willing to play their parts to the hilt.

Overall: 8 **Bob McWilliams**



An Introduction to Dungeons & Dragons

Part V: Characterisation and Alignment

by Lewis Pulsipher

The average *Dungeons & Dragons* player is not the stuff adventurers are made of — otherwise he would be doing something more active. But the player must act as though he were an adventurer. There are two ways to approach this characterisation. Most wargamers tend to 'put themselves' into the game and the character's goals are the goals the player would pursue in a fantasy world. The character's personality is not too different from the player's.

Many non-wargamers, on the other hand, create elaborate personae for their characters different from their own. The idea is to play in accordance with the strictures of that persona. For example, if the character has a low intelligence the player will refuse to mention things which he is intelligent enough to perceive but the character would not. If for some reason the character is terrified of rats he will flee from them, even though the player knows there is little danger. The character becomes a separate person with a will of his own.

One player succeeds by acting out an interesting persona, while the other succeeds by acquiring make-believe power, wealth, or whatever. There is nothing wrong with either method, they are just different ways of viewing the game. The two kinds of players can play together, though with some friction, as long as the DM does not force players to play in persona.

Some players want to create personalities for their characters different from their own, but don't know how. The easiest method is to adopt a fictional personality — Conan, Fafhrd, or Gandalf. Don't let sneers from experienced players bother you — they started the same way. Another method is to roll a personality using the Non-Player Character tables on pp 100-102 of the *Dungeon Masters Guide.* A third method is to dice for the character's reactions to events during his first few adventures. Write down how he reacts and after a while you'll know his personality. (I sometimes leave a character unnamed for several adventures so that I can pick a name appropriate to the character I slowly perceive.) The final method is to choose one or two peculiar characteristics — say dislike of certain weapons or races — and work from their consequences. In any case, you should develop the character's background — where he was born, what happened during his childhood, etc. Don't forget that personality doesn't remain static, it develops. (I remember the cleric who, after a bad experience, collapsed in terror whenever he met a kobold, though stronger monsters didn't scare him.) One more thing — don't feel that you can't play a character of the opposite sex. Even the most macho male can learn from 'being' a woman for a while, and vice versa.

Every *D&D* player must adapt a persona to some extent, unless he plays only one character alignment, the one corresponding to his own. Those who dislike the idea of alignment are usually extreme proponents of the 'I am my character' idea, though occasionally a persona-creator objects to the limitations of 'only' nine alignments. Alignment is a simple method of representing religion and introduces elements of fanaticism and war. Religious war has been responsible for innumerable deaths and frightful devastation, and a fantasy world is a good setting because the gods *do* exist and can affect human actions.

The reason for the penalties for changing alignment is that otherwise players change alignment whenever it suits them, and alignment then has no meaning. Moreover unless there are advantages to being good or evil, everyone will be neutral. The obvious advantages of being good are a more positive response from people of different alignments, and resurrection. In my campaign, it is easier for a good character to find a means of resurrection than a neutral or evil character. If the DM allows neutrals to be resurrected as often as good types, or allows neutrals to attack anyone at any time without alignment change to evil, then everyone will be neutral and the whole point of alignment differentiation of character would be made irrelevant.

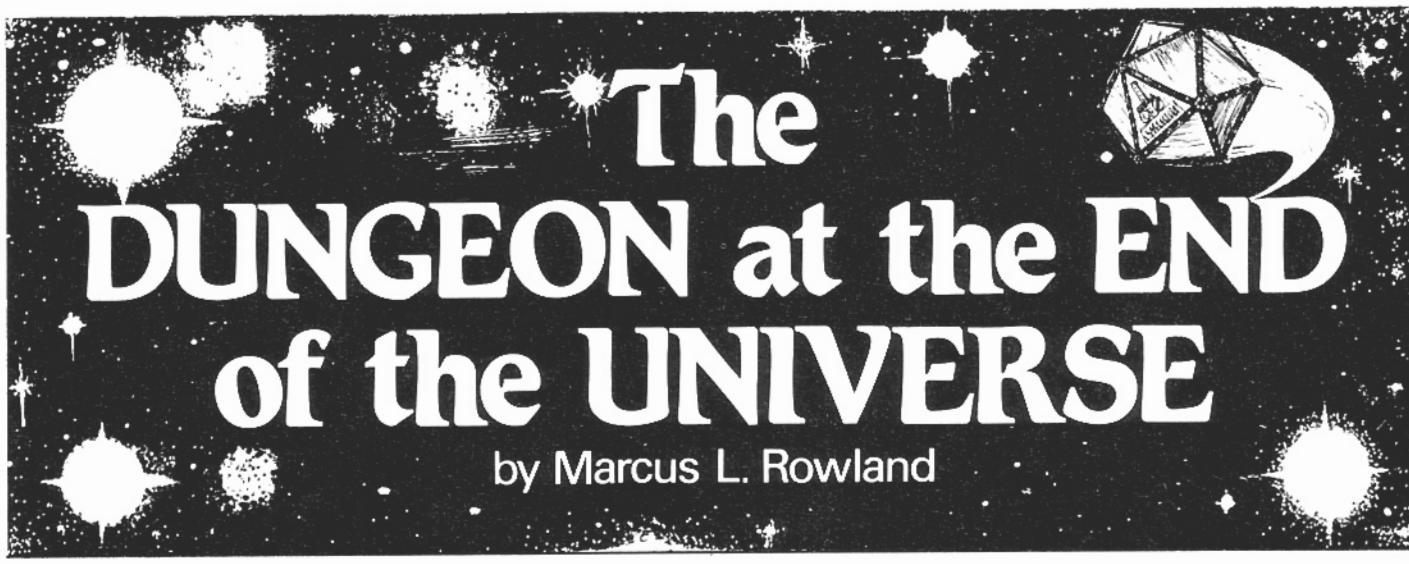
How do you force chaotic players to be disorderly and unpredictable? Few game players have naturally chaotic personalities. A few roll dice to determine what their chaotic characters do, but you can't force this on everyone. Nonetheless, there are several ways to force disorder on them.

First, remember most DMs do not force players to make decisions in 'real time', as fast as the character would in the actual situation. The rules recommend real-time play, but most players prefer a more relaxed atmosphere. After all, though the characters are trained adventurers who make life and death decisions in seconds, the players are just people who play once a week. Why expect them to make snap decisions?

Having said that, the way to force players to act chaotically is either to require immediate decision, or require players to write down what they'll do, without talking to each other. Don't allow standard plans or code words. The idea is to make the players' actions unpredictable.

Treasure distribution also offers an opportunity to force chaotic behaviour on players. Lawfuls might distribute treasure evenly, but chaotics might roll dice separately to see who gets each item or bag of coins, or a 'grabbers keepers' rule might be used.

Finally, give experience points for deeds outstandingly consistent with alignment. For example, if good characters save a village from destruction, or evil characters destroy a (non-evil) village, 1 to 5 experience points per villager should be divided among the party. Double experience should be given for a creature converted to a good player's alignment, or formally tortured and sacrificed by an evil player. ■



The DUNGEON at the END of the UNIVERSE

by Marcus L. Rowland

This article is a sequel to The DM's Guide to the Galaxy *in* White Dwarf 26, *and deals with combat, spells and equipment for* D&D *spacefarers.*

Freefall Melee

This depends on dexterity, mass and speed. Each turn, any character who attacks or takes damage must make a save vs his dexterity on 1d20. The die roll is modified by the factors of Table 1:

Table 1: Freefall Melee Modifiers

Attacking		-2
Damage taken this turn		+2
Experience in freefall melee:		
	None*	+2
	Little	0
	Some	-1
	Much	-2
Character mass†:	Under 75 lb	+2
	75-100 lb	+1
	100-150 lb	0
	150-175 lb	-1
	Over 175 lb	-2
Weapon/projectile mass:	Under 50 gp	-1
	50-100 gp	0
Thrusting weapon		-1
Bludgeoning weapon		+1
Cutting weapon		0
Character class:	Thief, monk, bard	-2
	Assassin, detective	-1
	Fighter	0
	Manbeast, magic-user	+1
	Druid, cleric	+2
Character race:	Halfling	-1
	Human, elf, half-elf	0
	Dwarf, gnome	+1
	Half-orc	+2

* Must save vs system shock on first turn of combat or be incapacitated by nausea.

† Includes armour, but not backpack contents etc.

If the modified die roll exceeds the character's dexterity, he will lose control and spin about his centre of gravity at one revolution per melee round per point by which the saving roll was missed; in this state he attacks at -2 to hit, and loses all dexterity bonuses on armour class. A spinning character may make one attempt per melee round to recover control, being successful if he rolls under dexterity on 1d20, but adding to the die roll the number of revolutions he spins that round. Spinning characters automatically lose initiative.

Open-hand and grappling attacks are at normal hit probabilities, but pummeling and overbearing attacks are at -25%.

NPCs and monsters are generally quite experienced in freefall melee.

Ship to Ship Combat

Shipboard weapons have minimal recoil; only under exceptional circumstances, such as firing several at once in one direction, will the ship spin around its centre of gravity. Add together the structural damage all such weapons would do to a ship of the same class as the firer, and divide by the mass of the ship in tons, and subtract one. The result is the number of revolutions per round at which the ship will spin, a result of 0 or less meaning there is no rotation.

If a ship is struck by projectiles, use the same formula, but double the structural damage for purposes of the calculation above only.

The crew may correct spins (firing at -2 meanwhile), in a number of rounds equal to twice the spin rate in revolutions per round to do so if under way, and twice this if stationary. Ships under way will tend to veer sharply off course ('lurch') rather than actually spinning, but the game effects are the same.

Projectiles in freefall have ten times normal effective range, but hit at -2 if intended for atmospheric use and fired in a vacuum. If fired in orbit, they may return to their point of launch an orbit later . . .

Space Equipment

Type	*Cost*
Airtight armour	200% + 100 gp
Air pumps	25 gp + 75 gp per suit supplied
AC6 Air Hose	20 gp/yard
AC4 Air Hose	30 gp/yard
AC3 Air Hose	40 gp/yard
Alchemical Air Backpack	150 gp
Chemicals for 10 Turns Air from Above	15 gp
Acme Suit Puncture Kit	10 gp
Lodestone Boot Plates	10 gp
Leather Suction Pads	5 gp
Octopus Suction Pads	15 gp
Towels: Large	2 gp
Medium	30 sp
Small	22 sp
'Rifled' Hvy Xbow	40 gp
'Rifled' Lt Xbow	32 gp
'Rifled' Longbow	80 gp
'Rifled' Shortbow	35 gp
12 'Rifled' Arrows	2 gp
12 'Rifled' Quarrels	2 gp
Bolt Cutters	10 gp
Sealed Lantern (Air Hose)	18 gp
Sealed Lantern (Alchemical)	25 gp
Sunglasses	10—25 gp
Spyglass	50 gp
Astrolabe	70gp
Octant	50gp

'Rifled' missile weapons have a spinning bolt/arrow mechanism; non-rifled versions attack at -2 to hit in vacuum.

Spells

Spells which depend on the target hearing a phrase or on surrounding materials do not normally work in a vacuum. A few additional spells are:

Purify air. Clerical or druidical, level 2: components VS; range 3"; casting time 1 round; permanent; no save; area of effect 10 cubic feet per level; reversible. This spell neutralises pollutants and replaces them with breathable air. It does not affect poisons etc. The reverse pollutes breathable air to give a foul stifling atmosphere.

Create air. Clerical or druidical, level 4; components VSM; range 2"; casting time 1 round; permanent; no save; area of effect 30 cubic feet per level of caster. This spell creates fresh, breathable air, possibly changing air pressure in a ship. The material component is a small vial of pure air.

Protection from vacuum, 10' radius. Clerical, level 7; components SM; casting time 5 segments; duration 1 round/level; no save. This spell protects all within the radius of effect from the effects of vacuum exposure — bends, suffocation, bleeding etc. The material components are a fly in amber and a holy symbol, both reusable.

Protection from micrometeorites. Druidical, level 4 or magic-user, level 5; components VSM; range special; casting time 3 hours; duration special; area of effect special. This spell deflects away from a ship's hull (and the volume within 20' of it) all micrometeorites which would inflict 1/3 of a point of structural damage or less. It is cast at the start of a voyage, and lasts until the end of it. Material components are a piece of magnetised meteoric iron, mistletoe, holly and a small amount of the user's blood.

Survive vacuum. Magic-user, level 4. Specifications are as for the 7th level clerical/druidical spell, but only the caster is affected.

Protection from meteorites. Magic-user, level 7. Specifications are as for the 4th level druicical spell, but objects of up to one point of structural damage are deflected.

Monsters and Magic Items

Virtually every creature can be modified to suit spaceborne encounters with little difficulty — it seems unnecessary to go into details. A few creatures not related to planetary forms should be found, of course. Similarly with magic items; a few examples of the more peculiar kind are: A *Ring of Vacuum Survival;* an *Amulet of Safe Re-entry; Bracers of Freefall Manoeuvrability;* and *Boots of Wall Walking*. DM's may of course want to include items from higher technology; I advise a lot of restraint here.

References

Dave Langford, *War in 2080*; Barrington J Bayley, *Star Winds*; Larry Niven, *Neutron Star* and *Ringworld*. ■

Dear *WD*,

I have a big problem with one of my *D&D* players: he has a vampire character. When his character had got plenty of evil magic items, he had the idea of becoming a vampire. When he came across one in a dungeon, he stood in front of it and was soon killed from successive bites. Therefore, he became a vampire. A fellow character then killed the commanding vampire and so the character vampire became free willed. He is AC -6 and due to his vampire abilities is virtually invincible. This means he can go round my dungeons wiping virtually any monster out because few have magic weapons. If monsters do, I am accused of being biased and ganging up on the character. Do you see my problem?

Should I just ban the character and take no notice of the accusations or have a sufficiently high level NPC with a magic weapon kill him as quickly as possible. There, however, is another problem: the vampire has many vampire servants that he has killed and are, therefore, under his command. Would they attack my NPC if I killed their master or would they leave and not bother me? What is my best course of action?

Sincerely,
William Stansbury, Nottingham.

—A vampire character has problems which the DM should make obvious to him. First, local clergy and paladins will converge on him with the idea of killing him. Angry villagers may descend on him with fire and stake. These are the natural enemies of the vampire, and he must take the rough with the smooth.

Second, a vampire has an unusual life style. There is the earth-filled coffin to protect, the avoidance of daylight, all those wolves and bats to feed. Assuming any party is insane enough to adventure with a known vampire, who will sell them supplies (and at night, too) when this is known? What serf or townsman will so much as speak to them? What about said paladins/clergy/villagers capturing and torturing them to find out the vampire's hideout?

No-one in such a party can claim to be Good for long. They'll have trouble with holy symbols, the there is no reason why other undead should like them just because they have a vampire on their side (or is he?). Monsters who have magic weapons in their hoards use them, and if someone argues, you can always remove the magic items.

The most logical thing is for NPCs (probably high-level) to attack the vampire as soon as they find out what and where he is. They need not succeed, but they will keep trying. Whether vampire servants kill the NPC or not doesn't matter — there are plenty more where he came from. And why should said servants be loyal? They can't all want to be vampires. They can be awkward without disobeying him. Also, point out to the rest of the party — a word of advice from an NPC, for example — that adventuring with a vampire is inconvenient and dangerous to say the least; after all he is chaotic evil and should act so. If the vampire continues to adventure, he should do so alone. —Ed

Dear *WD*,

Flipping through Supplement 7 of *Traveller, Traders & Gunboats,* some questions enter my mind. These are:

a) Can a normal Jump-4 ship make a Jump-2 or a Jump-3? To me, the obvious answer is yes but I have found nothing in the rules which prove me right or wrong.

b) Secondly, what is the number following the Jump range of a ship? For example, in the statistics for the *Gazelle* close escort it says, 'Range: Unlimited manoeuvre. One Jump-4. 100 days.' The hundred days seems to be the time for a Jump-4 but this is surely too long, as Book 2 says that a Jump, regardless of its distance, takes approximately one week.

I didn't much like Bob McWilliams' article on the light sabre/foil in *WD24.* I feel that this now famous weapon is more potent than he describes and also that it should not require a power pack. In my campaign, the damage is increased to a massive 6D but power is only sufficient for 10 combat rounds (2½ minutes) of continuous use. Also, the only people who actually have access to these weapons are the rebellious Jedi Knights (now greatly depleted due to a blitz by an Imperial task force) as they are not made by Imperial weaponsmiths, being a very tricky, time consuming, and expensive thing to make.

Still, I cannot complain about the standard of *Traveller* in *WD* now *Starbase* has appeared. Keep it up, Bob, may the Force be with you.

Mark Coulson,
Cadiz, Spain.

—Provided it has the relevant computer programmes, a Jump-4 ship could make any of the following combinations of Jumps on one fuel load: one Jump-4, two Jump-2, one Jump-3 and one Jump-1, or four Jump-1.

In your example, the '100 days' refers to the endurance of the ship — it must resupply every 100 days. This is based mostly on the amount of power plant fuel available in most ships, for whereas a Jump takes one week, a full load of power fuel will operate the ship for 4 weeks. Additional fuel allows a longer voyage. This allows for manoeuvring and orbital work in between Jumps. Another factor to be born in mind is the amount of food and water required by the crew.

As to light sabres, while flash dehydration would cause extra damage, they cauterise their own wounds as well. Since the wounds are still cuts and holes, the same sort of damage should apply. Also, the amount of power required is several megawatts, so a belt power pack doesn't seem too excessive a requirement. Further, if the light sabre is tricky, time consuming and expensive to make, the Imperium should have them rather than a bunch of impoverished rebels. But as always, a referee is the final arbiter for his campaign, especially in the field of things which currently do not exist. —Ed

Dear *WD*,

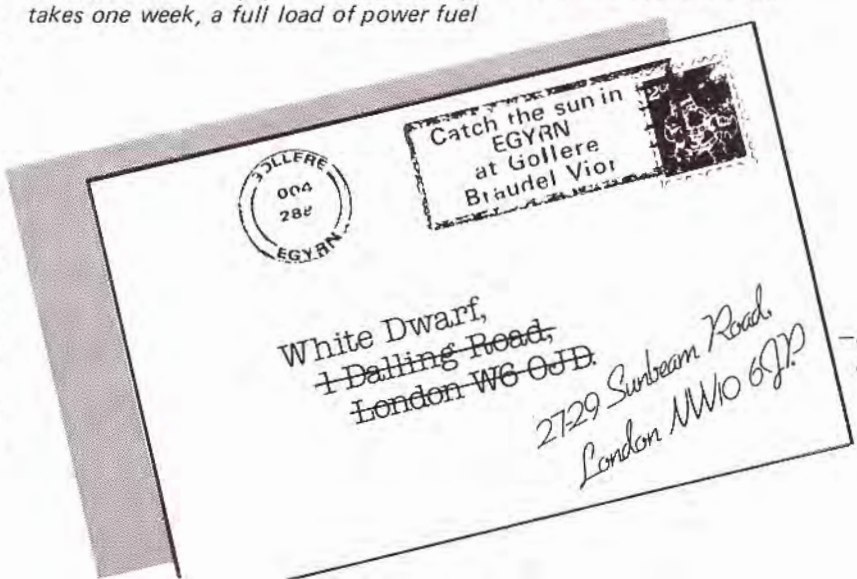
In response to Lew Pulsipher's *Introduction to D&D,* a point or two about Dungeon-Mastering styles.

First, in any group that meets regularly, there must be feed-back between DM and players. If the DM does not to some extent adapt himself to the style of game his players like, he will have no players. At the same time, players become accustomed to the DM's style, and indeed, become familiar with his foibles. (I have recently realised that my players regard all torch-holders with great suspicion — I had not realised that I was fond of them as potential triggers for traps until this.)

Second, there is no point in a DM devising traps which wipe out a whole party, or effectively so. This is, to my mind, a fault with *The Tomb of Horrors.* My players know that most will probably come through an episode safely — the suspense lies in that they are equally aware that some of their characters may get killed. Don Turnbull's *Monstermark* system can be very helpful in ensuring that, while a party gets a hard fight, they are not completely overwhelmed.

Overall, I would say that unless one is dealing with a group of complete novices, the players in a regular group will tend to get the dungeon they deserve, or else a new DM.

Yours sincerely,
N F White, Hong Kong.



—PS Please note that we have moved. —Ed

HELL'S PORTAL

An AD&D mini-module suitable for 7-9 characters of around 4th level run by experienced players.

by Will Stevenson

Background (for DM only)

The legions of the Empire of Colos conquered this region some 400 years ago; they were withdrawn a century ago to fight in the Dynastic Wars, and never returned. (The new dynasty never reconquered this area, and its nearest fortress is 400 miles away.)

During the occupation they built a stone tower in Hark Gorge, a rocky region well away from trade routes, which became a notorious prison, known as Hell's Portal.

One of the inmates was a revolutionary named Ketab, who perished under torture. The Empire would like to possess his equipment as a prestige symbol. A certain intra-Imperial group would also like to use Ketab's possessions – as a catalyst to stir rebellion.

Murq the grell, accompanied by hirelings and monsters, recently occupied the tower in order to perform his horrendous surgical experiments. When he arrived, he found Ketab's equipment, long thought to be lost.

Murq immediately contacted the Empire, which sent agents to the tower (without the money demanded by the grell) with orders to recover the relics. Murq's messenger has a liking for mead, and the revolutionary group soon found out where the relics are kept. They have hired the party to recover them.

DM's Notes

1 Rooms 1, 15, 26, 30 and 31 are 20' high. Other ceilings are 10' high.

2 All walls are smooth but cracked. Only the outside walls of the tower are slippery.

3 It is impossible to penetrate the roofs of rooms 27 – 30.

4 The following abbreviations indicate a reference to the appropriate work: *DMG* – refer to *TSR's Dungeon Master's Guide*; *MM* – refer to the *Monster Manual*; *FF* – refer to the *Fiend Folio*; *WD* – refer to the indicated issue of *White Dwarf*. Two abbreviations separated by a slash mean that either source may be consulted.

Player's Introduction (to be related by DM)

A mysterious, furtive man has contacted you, claiming to be a relative of the long-dead revolutionary hero, Ketab. He has given you directions to an old tower in Hark Gorge, where Ketab was held. He knows Ketab's equipment is in the tower, and will pay for its return as follows: For Ketab's golden helm, wrought with platinum – 400 gp. For his large shield, which is red with a diagonal white cross – 300 gp. For his chainmail – 500 gp. For his bronze dagger, with a silver pommel – 400 gp. For Ketab's iron longsword, with three gems in the hilt – 600 gp. The patron warns that he will not be easily fooled by imitations.

The Imperial Task Force (for DM only)

This consists of a 5th level fighter, a 4th level magic-user, and six 2nd level fighters. All have light warhorses, and the fighters are in chainmail with shields. They will arrive at the tower 1d20+4 hours after the party, make a reconnaissance and set up an ambush. The mage has a staff, the fighters longswords and short composite bows. Under his robes, the mage has a medallion with the symbol of the Empire – a black dragon – worked into it. The force's objective is to recover Ketab's equipment.

Descriptions for the DM

1. Two studded oaken doors, 8' high and slightly ajar, lead into this room, which is dusty and has an air of decay. Two sets of stairs lead up to doors, and one set 20' down to the basement level. Just inside the entrance doors are holes for bars. Just beyond the doors (shown by a broken line on the map) is a line of holes in the floor – evidence of the barred gate which will be lowered (see room 15).

2. This room is empty except for a locked chest on the south wall, and guards from room 8 at the northern and western doors, each of which has a small spyhole. On detecting the party, these two will run to room 3 and sound the alarm using the northern torch. Then they will take up positions behind the northern 'one-way wall'. The chest is empty, and has no bottom. Fine wires lead through holes in the floor to a trap mechanism, and are attached to the sides and lid of the chest. If the chest or its lid are lifted more than 3", 10 darts shoot from the south wall, attacking as 0th level characters for 1-3 damage. If any darts hit a party member, a *magic mouth* says: 'The darts are coated with an exquisite jungle poison – in two hours, you will begin to die . . .' This is untrue.

3. This room is completely black. In the centre of the eastern wall is an 8' copper statue of a demon. Cressets in the northern and southern walls hold unlit torches. Before the statue is a black altar smeared with bloodstains and with manacles at each corner.

The statue is hollow, having tiny peepholes in its eyes and a secret door in the stomach. If the northern cresset is pulled down, bells ring in rooms 8 and 10; if the southern one is pulled down, the secret door in the statue swings open. It can be closed from inside the statue with a handle, but will open again unless the southern cresset has been pushed back up.

Two 20' long sections of wall, 8' high, are *illusory* and can be penetrated easily by normal matter; however, they are *invisible* from outside room 3, allowing that room to be safely observed from the corridors alongside. These are known as 'one-way walls'.

On hearing the alarm, the 8 remaining guards in room 8 hide behind the southern one-way wall and await an opportune moment to leap out and attack, aided by the guards from area 2. The guards worship the copper statue, and do not know of the secret door in it.

4. This secret passage to the outside was originally a postern gate; the guards know of it and use it.

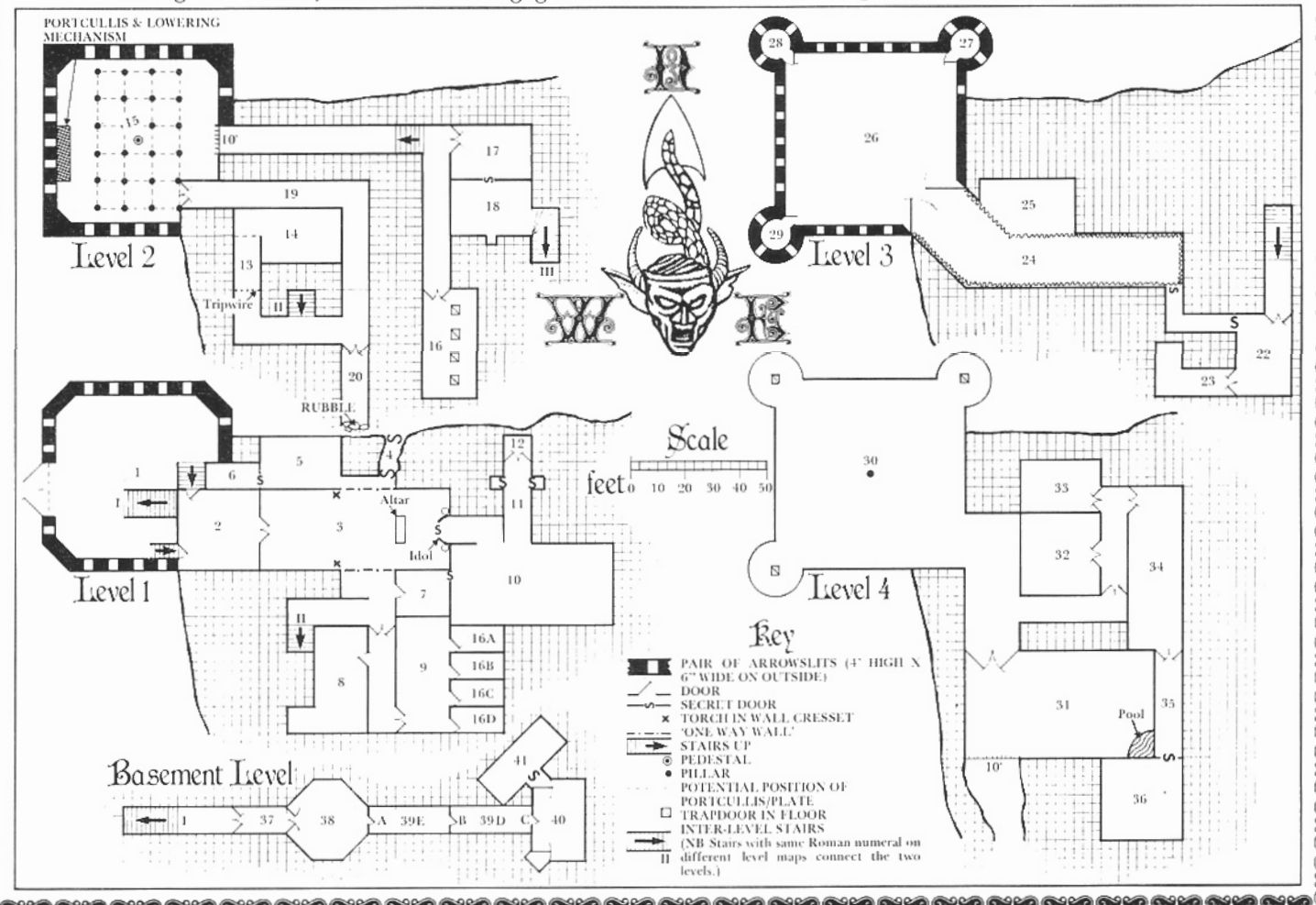
5. Lying in this room is a human body in chainmail with a golden helm; its arms have been folded across its chest. On the ceiling is a huge painting of a spider.

The body and accoutrements are illusory; if touched they will disappear, and *webs* shoot forth from the spider painting to fill the room. Then the phase spider from area 6 enters through the secret door, or from the ethereal plane.

6. The lair of a phase spider (5d8+5; 33 HTK; AC7; Att 1-6 + poison; phase shifting power)(*MM*). Strewn about the floor in the straw and dung are a small golden key, 113 gp, 64 ep, and 2318 sp. The spider is fed by the guards, and will not harm them.

7. This room contains a flea-ridden bed and a sack with a few valueless items inside. The guards believe this to be their leader's room, and have orders never to enter it. In emergencies, they will knock on the door and move to attack positions. The leader is usually in area 10.

8. Guard's Quarters. There is an alarm bell attached to a rope in the north-east corner, 5 two-tier bunks along the walls, two barrels of water and three large chests containing food on the south wall. A fire burns



in a hollow at the room's centre. Concealed beneath the embers is a small iron box protecting a beautifully worked silver casket (worth 150 gp) and its contents: a large topaz worth 500 gp.

On the north wall of the western alcove is a dial with the numbers 0 to 20 around its outside, and a movable pointer currently set on 10 (see room 9 for a description of the function). There are 10 guards, all 3rd level fighters with AC4 and broadswords.

9. The doors to this room from the western corridor can only be opened by touching the pointer in room 8. Above them is carved the word 'Danger!'. The apparent floor is a *permanent illusion,* penetrable by normal matter. The pointer in 8 sets the depth below the apparent floor at which the movable real floor is found. The real floor is covered with iron spikes 6" long; if a character falls through the illusory floor, he takes 1d6+6 damage per 10' depth of the 'pit' formed by lowering the real floor.

10. The leader's real quarters. He is a 5th level illusionist (14 HTK; AC 10; Att 1-6 by staff; memorised spells *colour spray, detect illusion, hypnotism, light, mirror image, detect magic, spectral force.*). Upon hearing the alarm bell, he moves to the secret door in the idol, whence he will aid the guards by casting spells, looking through the peepholes.

The room contains an alarm bell similar to that in area 8, a four-poster bed worth 250 gp (curtains and frame together), and a small table with a silver hookah worth 60 gp. Beneath the bed is an unlocked chest containing three robes; one red, one yellow and one blue. The red and blue robes are torn and burnt, but still wearable. The illusionist is cunning, and fanatically devoted to an evil god.

11. Behind each secret door in this passage is a heat skeleton (5d8; 27, 32 HTK; AC4; Att 1-6/1-6; *heat metal* as 3rd level druid, unaffected by cold)(*WD17*). They will attack anyone not wearing a yellow robe.

12. On the door to this room is a message in *illusory script,* reading: *'Place the golden key in the lock, turn it 90° clockwise, then 180° anticlockwise.'* Below the script is a keyhole. The doors are *wizard locked,* but may be opened by the (normal) key from room 6 using these instructions. Behind the door is Ketab's shield.

13. When the party reaches the stairs leading up from level one they hear female screams coming from beyond this corridor. If they activate the trip-wire, a barred gate drops down 20' ahead of it. If anyone tries to lift it, sacks of boulders fall through ceiling trapdoors into the corridor between gate and tripwire. Each character in this area has a 50% chance of taking 1d6 damage. The impact of these rocks collapses the floor, precipitating the party into a 15' pit. The bottom 3' is filled with sand, in which lurks a spice worm (5d8+10; 40HTK; AC3/7; Att special – any hit swallows target, which can then attack the AC7 inside of the worm) (*WD17*). On the worm's rear is one *Potion of Inescapable Location,* destroyed by a roll of 20 from a rear attack. The worm is dormant, but is alerted by the vibrations of falling characters.

Skilled players may think of drinking the potion to find Ketab's equipment.

14. Empty Torture Chamber. This contains assorted implements of torment and a *magic mouth* in the south east corner, which is the source of the female screams. It will not be activated if the first step of the stairs from the first level is tapped twice before the party ascends.

15. The lower 7' of this room, from floor up, is normal; above the 7' height level is what appears to be (and is) thick smoke, in which two smoke mephits lurk (3d8; AC4; 16, 18 HTK; Att 1-2/1-2 + 1-4 plus blinding effect breath weapon)(*FF*) on a 5' wide wooden ledge 15' above floor level around the room's walls. The mephits are fugitives from their kind and will not *gate* in others. They have a mechanism of pulleys, ropes, levers and metal plates which allows them to drop an 8' high metal plate blocking the space between any two pillars at will from out of the smoke. The floor is covered in a heavy layer of dust, in which can be seen the occasional cloven hoofprint. The arrowslits in the walls have been mortared shut. In the centre of the room is a 3' pedestal supporting a 3" diameter glowing orange globe. At the western end of the room is a portcullis, with a peephole in the floor.

The mephits will lower the portcullis behind the party when they enter area 1. They will use their metal plates to split the party so as to overpower isolated members who will be deposited unconscious in the northernmost eastern passage, which is 10' above the floor. The globe is spectacular to look at, but worth only 1 gp.

16. The four trapdoors in this room were used to reach 16a-d for food, spying etc as the doors from area 9 were too cumbersome to be opened regularly. Each is of iron and has a central peephole with flap. From inside the cells, they are concealed.

16a-d. The doors from area 9 to these have no locks, however just to the left of each door, outside the cell, is a lever on the wall. This will slowly open the door next to it if pulled down. The doors can be forced open as if *wizard locked,* or by a *knock* spell. The doors were once blocked by mortar, but this is old and will crumble when the door opens.

Each cell is dank and gloomy, and 16c contains a human skeleton against a wall, its fingers jammed in a small crack as if digging.

17. In the centre of the south wall of this room has been painted a 10' wide eye. The 2'6" wide pupil and iris section is a secret door, which opens if pushed. In the room are two souped-up zombies (7d8, 35, 37 HTK; AC5; Att 1-8)(Otherwise as *MM*), which are turned as vampires. These zombies 'see' by means of the eye, hence if the pupil is covered or destroyed they are rendered blind. Note that this may effect backstabbing – consider the position of the eye.

18. This room contains Ketab's helm, in an alcove halfway up the south wall.

19. On the north wall at this point is a 2' square metal plate pierced by many small holes. These slowly exude an explosive gas; all naked flames within 10' explode, causing 1d6 damage to their bearers.

20. This corridor is blocked by rubble.

21. The walls of this corridor have been painted to show a procession of Imperial troops carrying loot and dragging prisoners. The Imperial symbol is carved on the north side of the door.

22. Around the walls of this room is a fresco of a battle between Imperial legions and barbarians. It starts in the north east corner and progresses clockwise, finally showing the barbarian leader laying his arms at the feet of the Imperial general. If the barbarian's shield is twisted, the secret door opens.

23. The first 10' of this passage is a covered and concealed 20' pit. The bottom 10' of north and south walls of this pit close together when the weighted net suspended 5' above the pit bottom is jerked, for 2-8 points of damage per turn. Anyone forcing the doors from 22 has a 4 in 6 chance of falling into this pit.

24. This room has a tapestry around its walls apparently depicting the orgies and games of a decadent human race, in which 3'6" humanoids are thrown to small lions (in fact, this depicts hill giants throwing humans to normal lions).

25. Two subterranean lizards (6d8; 32, 36 HTK; AC5; Att 2-12)(*MM*) which have been trained to attack simultaneously – one on the floor, one on the ceiling – when the tapestry in 24 is disturbed. On the floor of the room are 500 gp.

26. Huge stone doors, each requiring 30 strength points to move, open into this room, which is the lair of Gorbus the hill giant (9d8; 54 HTK; AC4; Att 2-16) (*MM*). He has one rock, which he may hurl up to 200'. There are various scaled-up mundane items, and in a sack is Ketab's chainmail.

27-29. Empty turret rooms, each of which has a 5' square trapdoor concealed in its ceiling.

30. The turrets have conical roofs, 10' high in the centre, the tower has a roof in the shape of a square-based pyramid, 20' high in the centre and supported by a large central column and many rafters and purlins, in which is one of Murq's experimental results – a boa constrictor with a poisonous sting. (6d8+1; 30 HTK; AC5; Att 1-4 + constriction + poison sting)(As *MM* apart from sting).

31. The headquarters of Murq the grell (5d8; 31 HTK; AC4; Att (1-4 + paralysis) x10/1-6)(*FF/WD12*). The furniture includes a scum-covered pool in the south east corner, a putrid-smoking brazier in each corner, and assorted fungal growths along walls and floor. 10' above the floor in the south west corner is a 10' high natural passage which eventually leads outside.

32. This room is empty except for a large blood-stained stone slab on which are various items of primitive surgical equipment, worth a total of 100 gp.

33. A bunch of keys on a ring hangs on a nail outside the door of this room. Inside are various cages containing: a large harmless snake; a horse; six rats; a scorpion; a domestic cat; a leopard; an elf and a human messenger. Lorsam the elf is a 0th level neutral good male, HTK 4; Sabette is a true neutral woman, HTK 2. Neither is armed or armoured in any way. There are also two empty cages.

34. Several motionless creatures (in fact they have been paralysed), including: a horse with a rat's head; a cat with hooves; a leopard with snake's fangs and tongue.

35. On the walls of this room are hooks, from which depend various tools – knives, saws, chains, rope etc – which Murq the grell uses in his surgical experiments. It is these experiments which have created the monsters in area 34.

36. A chest in the centre of this room contains 170 gp and Ketab's sword.

37. The western pair of doors here is open, the eastern shut. Only one pair of doors can be open at a time; so to open the east doors, the western ones must be shut.

38. Dancing in a circle around this otherwise clean room are 13 ghouls (2d8; 11 HTK each; AC6; Att 1-3/1-3/1-6 + paralysis)(*MM*). On the north and south walls are unlocked chests. The northern chest contains an electrum rod studded with amethysts and worth 300 gp. The southern one contains a scroll which reads:

At one point in passage long
In shape but not in size a gong
This is the means of moving on
If great treasure shall be won.
If the gong then be released
Five times and more in Hell you'll feast
The way to take the waiting gold
Is: Strike the gong, and fast it hold.

39a. Normal door.

39b. A door with a small button in the jamb which can only be found by searching. When the door opens, it is released and activates feature 39c. The sixth time it is released by opening the door, the walls and floors of 39d and 39e heat up, causing 4d8 damage per turn to anyone touching them.

39c. When activated by 39b, this otherwise normal door upon being opened will teleport anyone in 39d to 39e with no chance of this being detected. Therefore, on opening 39c the party will be teleported so that they open 39b.

39d-e. Normal corridor sections.

40. In each of this room's south western and north western corners is a sarcophagus with a fire mephit (3d8+1; 16 HTK each; AC5; Att 1-3/1-3 + breath weapon)(*FF*) painted on the lid. When either sarcophagus lid is opened, four fire mephits are *gated* in and attack. There is no treasure.

41. In this room is a chest, magically filled with a harmless blue smoke. Inside is a jewelled rod worth 40 pp. Under the false bottom lies Ketab's dagger.

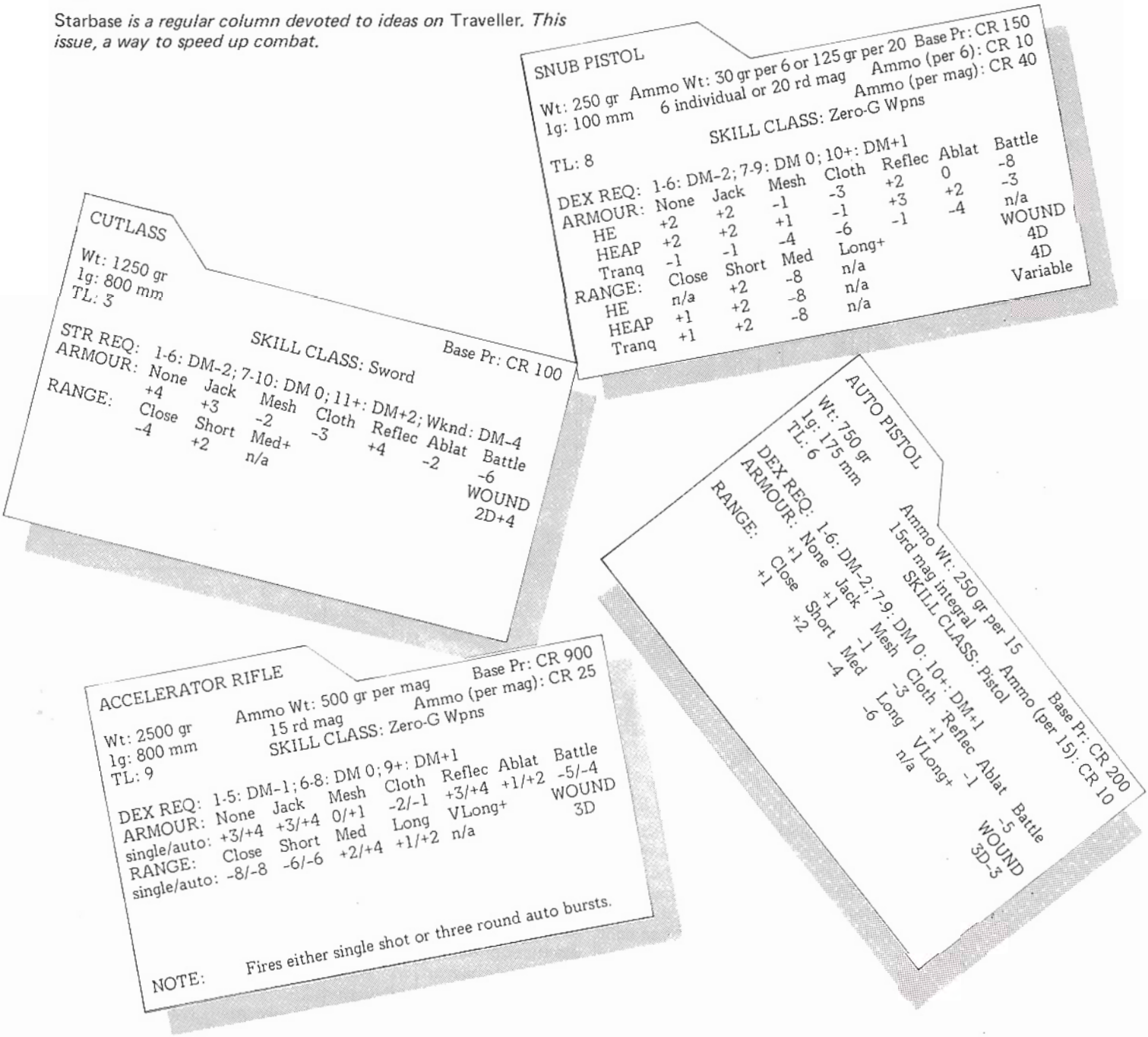
Note: Fire and smoke mephits originally appeared in *White Dwarf 13* as fire imps and smoke imps.

ON THE CARDS

A Ready-reference System for Weapons

by Bob McWilliams

Starbase *is a regular column devoted to ideas on* Traveller. *This issue, a way to speed up combat.*



Every time a personal combat occurs in *Traveller,* have you, like me, become heartily fed up with having to turn the pages of Book 1 and Book 4 to collect all the relevant data? The *Traveller* screen from *Judges' Guild* should have put an end to this, but unfortunately it omits the strength and dexterity DMs and requirements and does not of course cater for any new weapons you may have added to your campaign. So, unless you are blessed with a good memory (which I am not), some quick reference system has to be devised.

I decided to construct a set of tactical cards each bearing all the data on one weapon. Though there is some work involved in writing out the cards initially, I have found this system a great time saver in actual play.

Using postcards or file cards, decide on the most suitable indexing system for your own use before you start. I decided to use a different felt-tip pen colour for blade weapons and gun weapons (along the top edge of the card) and thereafter filed alphabetically, but you can be as complex as you wish, perhaps with different indentations cut into the top of the card; however you think will be the best way of finding the right card quickly.

The examples given here should make the system self-explanatory — the name of the weapon along the top, followed by general data on the weapon and ammunition, then the four combat information classes: strength/dexterity requirements, target armour DM, range DMs, and wound inflicted. Four typical cards are shown: a blade weapon, and three guns — one simple, one with two rates of fire, and one with different types of ammunition. ■

SUMMONERS

by Penelope Hill

Summoners are a sub-class of magic-users, solely concerned with summoning, binding, and controlling creatures from other planes. These include elementals, demons, devils, spirits of the dead, and others. They require 16+ intelligence and wisdom, and 12+ constitution, due to the complexity and danger of their rituals. While adventuring they may wear leather armour and use light weapons, such as throwing knives, rapiers, etc striking on the magic-user's table, because they rarely cast spells on an expedition. Their powers come instead from long preparation prior to joining a party. Their use of magic items is restricted to those they have constructed themselves, but they can read magic-user and illusionist scrolls.

The chance of controlling any summoned creature is calculated as follows:

$$\text{chance of control} = \frac{\text{Level of summoner}}{\text{Hit dice of creature} \times 5\%}$$

+5% per intelligence and/or wisdom point of summoner over 16.
-5% per intelligence and/or wisdom point of creature over 16.

Thus there is a base 20% chance of controlling a creature of equal intelligence, whose hit dice are equivalent to the summoner's level.

Once a summoned being has been controlled it can either be commanded to perform a given task, or bound in some way. (See spell explanations).

An uncontrolled creature has a (Hit Dice/10 x Level)% chance of controlling the summoner instead (with the reverse intelligence modifiers). There is always a 1% chance of a summoned creature being uncontrolled. If an uncontrolled creature cannot control its summoner, it will return to its plane 70% of the time. Otherwise its behaviour will depend on its alignment, that of the summoner, and its intelligence. An unintelligent creature will probably go on the rampage; a highly intelligent devil may try to fool the summoner into thinking that it is controlled.

The essential condition for any summoning or control is the knowledge of the creature's unique name. This can be discovered by research (summoners are always looking for books of lore, both magical and non-magical), or by spell. Thus the creature summoned is a specific one, and will always be the same creature (with clearly defined powers) for a specific name.

The chances of controlling an unsummoned creature encountered normally are half those of controlling a summoned one, provided that the creature has been identified, and its name is known. An unnamed creature cannot be controlled unless the summoner has a scroll with the appropriate non-specific magic-user spell.

Any creature normally resident elsewhere destroyed on the prime material plane cannot be summoned again for a number of weeks equal to its number of hit dice. A creature that is des-

troyed utterly on its home plane cannot be resummoned at all.

Because of the self-discipline needed for their rituals summoners must be lawful, but they can be good, neutral, or evil.

SPELL USE

Summoners do not cast their spells from memory. Instead their work requires long complex rituals, involving carefully prepared components, and the recitation of liturgies from cherished books of lore. A single spell can take hours to cast, and days, or weeks to complete. As a result they do not gain spells as do other magic-using types, but as they increase in levels they gain the self discipline to attempt the more complex rituals.

Spells of 1st Level Summoners

Reveal Name: Reveals the unique name of one creature of the type specified. Takes two hours to cast, and takes as many days to complete as the creature has hit dice. Requires the suspension of a piece of parchment over an incense burner filled with prepared spices and incense. If this is disturbed the spell must be begun again.

Reveal Ritual: As *reveal name,* but reveals the precise ritual and components required to summon a named creature.

Summon Creature: Requires one day per hit die of the creature to prepare, and takes one turn per two hit points to cast. The creature appears an equivalent number of melee turns after the completion of the ritual.

Pentacle: Contains one summoned creature in a specified area up to twenty feet square. Requires the careful chalking of runes and patterns in the area required. Uncontrolled creatures will be contained physically, but spells will pass the barrier. Breaking any part of the pentacle will release the creature. At fourth level or higher the summoner can prepare a permanent pentacle sheet which can be unrolled as required. This ritual can be carried out during the preparation for a *summon creature*.

Dismiss: Returns a summoned creature to its plane of origin. Takes one turn to complete, and requires a parchment inscribed with the creature's name, which must be burnt in a fragrant flame.

Command: The instruction of a summoned and controlled creature. It must be precisely worded. An instructed creature will remain until the task is completed, for one week per level of summoner, if the task has no time limit.

Identify: Will identify any one type of creature in the creature's presence, or the name of one creature if the type is known. Takes one turn and requires a mirror backed with prepared calf skin, in which the answer appears.

Spell of 3rd Level Summoners

Prolonged Command: As command, but the creature can be given two tasks, and will stay for two weeks per level of summoner.

Spell of 5th Level Summoners

Lesser Binding: Binds one creature to a prepared object, thus bestowing a specified power on the item, for one month only. At the end of this time the creature is released to return to its plane of origin. This spell produces non-permanent magic items — eg a fire elemental bound to a ring may produce a *Ring of Warmth,* or a *Ring of Fire Resistance,* the powers of bound creatures depending on type. Each item must be worth at least 100 gp per hit point of the creature to be bound. It takes one day to prepare, and one turn to bind the creature. The item is personalized, and can only be used by the person named in the ritual.

Spells of 7th Level Summoners

Greater Binding: As *lesser binding,* but creature bound until the named persons' death. Item must be worth at least 500 gp per hit point.

Binding to Command: The creature is bound to serve a named person at the speaking of its name. The creature must be bound to an item worth 1000 gp per hit point. The binding holds until the death of the named person, or until the item is destroyed. The item must be worn, carried, or touched in order for the creature to appear when its name is spoken. It can be called up to five times a day. The item takes three days to prepare.

Spell of 11th Level Summoners

Greater True Binding: As *greater binding,* but powers are permanent, and the item can be used by anyone. Item must be worth at least 5000 gp per hit point.

Above fifteenth level summoners can use their powers to create artifacts, summon the spirits of the dead, converse with gods, etc. DMs must use their discretion when arbitrating the rituals of such high-level summoners. Remember that the more powerful the creature, or more complex the item produced, the longer it will take to complete the necessary processes. Players take warning — it will take *years* to produce that coveted ultimate in magic items, and every bound creature will take what liberties it can. The resulting side effects could prove fatal.

Experience	Level	Hit Dice (d4)	Title
0-2500	1	1	Apprentice
2501-5000	2	2	Speaker
5001-10000	3	3	Caller
10001-20000	4	4	True Caller
20001-40000	5	5	Master Caller
40001-80000	6	6	Summoner
80001-120000	7	7	True Summoner
120001-180000	8	8	Master Summoner
180001-260000	9	9	Lord Summoner
260001-360000	10	10	Commander
360001-480000	11	10+1	True Commander
480001-900000	12	10+2	Master Commander
900001-1500000	13	10+3	High Commander
1500001-2000000	14	10+4	Lord Commander
500000 per level thereafter			

Level of Summoner	Creatures Summonable by Type
1	Weak Elementals - 1 or 2 HD.
2	Weak Elementals - 2 to 4 HD. Mephits.
3	Weak Elementals - 4 to 8 HD. Quasits.
4	Lesser Demons - 1 or 2 HD. Water Weirds.
5	Lesser Devils - 1 or 2 HD.
6	Elementals 8-16 HD. Succubi.
7	Lesser Demons 3-6 HD. Nightmares.
8	Lesser Devils 3-6 HD. Salamanders. Xorn. Type I Demons.
9	Elementals 16 + HD. Lesser Demons and Devils 7-10 HD. Djinni. Invisible Stalkers. Type II Demons.
10	Devils 6-10 HD. Type III Demons. Efreeti. Aerial Servants.
11	Type IV, V, and VI Demons. Night Hags.
12	Greater Djinni 10 + HD. Greater Devils.
13	Greater Efreeti 15 + HD.
14	Lesser Titans.
15+	At DM's discretion.

Notes for DMs Regarding Summoners

Summoners can become very powerful, very quickly, if not adjudicated carefully. Read each monster description before allowing one to be summoned, and don't let it do anything outside its nature. No unlimited wish rings produced by bound efreeti — the granting of three wishes will release them. Nor can opposite creatures be bound together — fire and water elementals do not mix!

Summoned creatures will not generally serve willingly. Commands will be interpreted literally, and intelligent creatures will try to pervert the command to their favour. Protecting the summoner, for instance, may mean sealing him in solid rock for the period of command, and how many creatures would be thoughtful enough to release him afterwards?

Be firm with your summoners, and that means the NPC too. Remember that these rituals take time — no personalised items for every member of a party, unless they are prepared to wait months before the next expedition. ■

Fiend Factory *is a regular department featuring readers' monsters, edited by Albie Fiore. This issue, some monsters that failed to make the* Fiend Folio *by the skin of their fangs.*

NEAR MISSES

In the *Fiend Factory* of *White Dwarf 16 & 17*, Don Turnbull featured monsters that almost made the *AD&D Fiend Folio*. That tome has since been released, and a few more creatures have fallen by the wayside. Mostly these were for copyright reasons, as many were derived from various SF and fantasy novels. Here, then, are the final batch of 'Near Misses'.

SPIKEHEAD

No. Appearing:	1–20
Armour Class:	4
Movement:	9"
Hit Dice:	4d8
Treasure:	Individuals: K,L; O, Q in lair
Attack:	2d8 hug plus 1d10 gore
Alignment:	Neutral
Intelligence:	Low
Monstermark:	108 (level VI in 12 levels)

These uncommon creatures are squat, apelike beasts with powerful limbs (and abnormally long arms) and a wicked bone horn projecting 2' from the centre of the forehead. Spikeheads do not speak and communicate with each other by grunts.

The creatures are ferocious fighters and will attack a party of any size. A spikehead will charge on a chosen victim and attempt to grapple – a successful hit indicates that it has delivered a powerful hug for 2d8 damage. In the next round it will automatically hug again for the same damage and will also attempt to gore its victim, striking at +2 hit probability. A successful hit with the horn inflicts an additional 1d10 of damage.

The spikehead will break off from grappling a victim only if it receives, in a single melee round, damage equal to 60% or more of its remaining hit points. Otherwise it continues to hug and requires no 'to hit' roll to inflict the appropriate damage.

WIRRN

by Ian Beckingham

No.Appearing:	2–20
Armour Class:	3
Movement:	6"
Hit Dice:	3d8(body)+12hp(egg tube)
Treasure:	C
Attack:	Special
Alignment:	Neutral
Intelligence:	Semi-
Monstermark:	37.5 (level III in 12 levels)

The wirrn is a huge maggot-like creature which grows up to 7' in length. This rare stone-coloured creature usually roams the underworld in search of prey. Its main weapon is its egg-tube which resembles a 12" long, forward pointing spike emerging from a cavity in the creature's undersurface near the tail. Its attack takes the form of a ponderous charge (treat this, for 'to hit' purposes, as an attack by a five hit dice beast and treat the victim as AC8 whatever his armour – dexterity bonuses may reduce this figure). A successful hit means that the wirrn has knocked its victim to the ground and is sprawled on him, the victim being undamaged but unable to move. In the next melee round the wirrn will insert its egg-tube into the victim's body, doing no immediate damage but piercing his armour or other protection. This process is automatic and requires no 'to hit' roll. During the insertion process, a nearby ally of the victim may (50% chance) be able to see enough of the egg-tube to strike a blow at it; only sharp weapons will damage the egg-tube which is AC3 and takes 12 hit points of damage before breaking. After the round in which the egg-tube is inserted no strike may be made at it as it is in the victim's body.In the round immediately after insertion, the wirrn will lay 20 tiny eggs in the victim's body, inflicting 1d4 damage in the process. It will continue to do this each melee round to a maximum of 10 rounds – once the egg-tube has been inserted, the wirrn will not voluntarily withdraw until the maximum of 200 eggs has been implanted. Only the death of the creature will halt the egg-laying process.

While the creature is laying its eggs, it will try to ward off attacks by squirting acid from tiny apertures near the 'head'. The acid squirt has an area effect and is continuous once the wirrn has been attacked – each round roll 'to hit' dice for every character within 10' of the wirrn's head, treating each target as AC10 (with appropriate dexterity modifiers) to determine whether he has been hit by the acid. If so, the acid will penetrate metal armour in

two melee rounds (leather armour or ordinary clothes in one) and will cause 1d4 damage for each melee round it is in contact with flesh. The acid can be washed off with water, wine or a similar liquid. If it has been determined that a victim has been hit by the acid, roll percentile dice; there is a 2% chance that the acid has struck his eyes, in which case he is immediately blinded (80% chance that only one eye is affected – determine which at random or according to the relative position of the victim to the wirrn).

For 2–4 days after eggs have been implanted in a victim, he will suffer no ill-effects except constant gnawing hunger. During this period, a number of spells will kill the eggs and restore the victim to normal – *neutralise poison, cure serious* or *critical wounds*, or *heal*. After this period, the eggs will hatch progressively inside the victim's body, and four days after the first hatching 1–4 small wirrn (6"–9" long) will emerge from his body for every 20 eggs implanted, the victim dying instantly as they emerge. During the hatching period, only *wish* or *alternate reality* will save the victim.

Wirrn grow to full size in 5 days after emerging from the victim's body (which constitutes their first meal).

GREENMAN

by Brendon Bulger

No. Appearing:	1–8
Armour Class:	5
Movement:	12"
Hit Dice:	6d8 + 3
Treasure:	B
Attack:	2 tusks for 1d12 each or 2 weapons
Alignment:	Variable
Intelligence:	Average
Monstermark:	111.4 (level VI in 12 levels)

The greenmen are a tribal nomadic race, each tribe usually being named after a ruined city that the tribe returns to from time to time. They have domesticated various animals but prefer to obtain their needs from others by force.

They are humanoid with hairless olive-green skin, 12–15' in height and have a second set of arms set midway down the

sides of their body. Their eyes protrude and operate independently, as do their ears which are disc-like antennae. They also have two ivory tusks curving upwards from their lower jaw.

Greenmen are equal to humankind in intelligence and can use any weapon type available to man, being able to wield two weapons at the same time and, if necessary, to attack a different opponent with each. If a greenman is disarmed or is encountered without weapons, it will attack with its two tusks (against the same opponent) for 1d12 damage each. Despite the fact that they can do more damage with their tusks, greenmen prefer to use weapons where possible in the belief that this adds to their status as civilised beings.

Greenmen speak the common tongue, their alignment language and their own gutteral tongue. So far as is known, greenmen have neither magical nor psionic ability as well as no aptitude for the magical arts. Nor have any been encountered with clerical or thieving abilities.

As yet, no encounters have been reported in or near a greenman lair – to date only small war-parties and patrols have been met and these are uncommon. However, it is rumoured that large communities exist, hidden in ruined cities, with more powerful leader types, females, children and possibly greenmen with abilities in other than the fighter class.

All greenmen encountered so far have been of chaotic alignment, but it is almost certain that particular greenman tribes are of neutral or even lawful alignment.

WHITE APE

by Brendan Bulger

No. Appearing:	1–6
Armour Class:	5
Movement:	9"
Hit Dice:	7d8
Treasure:	Q, V (weapons only)
Attacks:	4 paws for 3d4 each and bite for 3d8 or by weapon type
Alignment:	Chaotic
Intelligence:	Low
Monstermark:	435 (level IX in 12 levels)

The white ape is 10–15' tall, has clear white skin and its only hair is some fur on the top of its head. Its face resembles that of a gorilla with close-set eyes. It has 6 limbs but moves bipedally and can attack with all four fore-paws, each inflicting 3d4 damage. It also bites with its powerful jaws for 3d8 damage. Occasionally white apes will wield huge clubs which deliver 2d12 damage in their paws.

This uncommon creature is tribal by nature and has a recognisable language. In their lair (usually in the ruins of a deserted city) there will be 20–50 of the beasts, of which 40% will be female and 20% young. Females fight as males doing 4 x 2d4/2d8 damage and have 5d8 hit dice. Young white apes have 4d8 hit dice and do 4 x 1d10/2d6 damage.

White apes are attracted to shiny things – gems, jewels and bright metal. They are fond of human flesh.

There are constant skirmishes between white apes and greenmen, usually for the right to use a ruined city as a base.

COLD BEAST

by Dean Lockwood

No. Appearing:	1
Armour Class:	5
Movement:	5"
Hit Dice:	6d8
Treasure:	Nil
Attack:	Bite for 1d10 or smother for 1d6; plus special
Alignment:	Neutral
Intelligence:	Average
Monstermark:	74.2 (level V in 12 levels)

This rare, graceful, slow-moving creature is very similar to a lion with pure white skin and fur. Most individuals have bright, fiery, ruby-red eyes but a few have eyes like blue sparkling ice. The eyes are in fact gemstones with an intrinsic value of about 1500gp a pair, though the market value is often about three or four times this amount. The beast is therefore blind, but has an extremely well-developed and acute sense of smell which allows it to attack without any reduction in hit probability.

The eyes can fire a cone of *cold* once per day, functioning as a pair, on mental command even when removed from the creature. They respond to a mental command so long as they are physically in contact with the 'operator' who requires no special powers of *telepathy* etc. The cone of *cold* has normal dimensions and inflicts 3d8 damage (halved if the victim makes his saving roll). When removed from the creature, the eyes retain this property for only a limited period depending on the age of the creature they come from (roll 2d6 for the number of weeks that they retain their power).

The beast will use its eyes when such an attack is likely to be most effective (usually before melee is closed). When in melee, the beast will either bite for 1d10 or pounce on its victim and smother him with its body for 1d6 *cold* damage per melee round. A hit means that the beast has successfully smothered its victim who will automatically take 1d6 damage each round thereafter (no 'to hit' roll required) until he dies or the beast is removed. There is no saving roll permitted against the smothering attack. To remove the beast when it is smothering a victim requires a minimum of 35 strength points. Those contributing to these points, as well as the victim of the smothering, can take no other action during the melee round required to remove the beast.

The cold beast is impervious to cold- and fire-based attacks.

When confronting a potential victim, the beast utters a thin, barely audible whine, then opens its mouth to reveal sharp coral fangs. Although neutral in alignment, it will usually attack humans and elves out of fondness for their flesh.

Despite its peculiar metabolism, the beast is not necessarily found in cold regions, though when it is, its lair will be an icy cave.

FIEND FACTORY POLL: It is now 2 years since the last poll, so now's the time for you to put pen to paper and give, in your opinion, the best five new monsters to have appeared in *White Dwarf*, either in *Fiend Factory*, a scenario or an article. Please list them in order of preference, and send to: Fiend Factory Poll, White Dwarf, 27–29 Sunbeam Road, Park Royal, London NW10, to arrive no later than 1st November, 1981. ■

Treasure Chest *is a regular feature composed of readers' ideas for* D&D. *This issue, some new spells . . .*

LEPROSY (Illusion/Phantasm)
by Paul McCree

Usable by: *Magic-user, Illusionist* Area of Effect: *Special*
Level: *3/2* Components: *V, S, M*
Range: *½"/level of caster* Casting Time: *1 round*
Duration: *Special* Saving Throw: *None*

When this spell is cast on willing creatures of medium size or smaller, up to 5 of them per level of the caster can be made to appear as if they are suffering from severe 'wet' leprosy. This illusion is not dispelled if the recipients are touched. Humanoids encountering a party of 'lepers' must save vs poison or suffer nausea for 10 rounds minus their hit dice (dropping fractions) thus attacking at -1. The spell also provides the requisite smells, which may be recognised as fake if the viewer makes a save vs magic. The spell lasts until dispelled, and the material component is the leaf of a pitcher plant which is not reusable.

SPELL OF AWAKENING (Enchantment)
by Mark Ray

Usable by: *Magic-user* Area of Effect: *1 person*
Level: *1* Components: *V, S*
Range: *Touch* Casting Time: *1 segment*
Duration: *4 hours/level of caster* Saving Throw: *None*

When this spell is cast upon a person before he falls asleep, then while he is asleep any movement within 20' of him will waken him immediately. He will not know the nature of the moving object or its location, but the spell can be 'tuned' to ignore rats, cockroaches, etc. The enchantment is dispelled when the recipient first wakes, or at the end of the spell's duration, whichever occurs first.

CORRODE (Alteration) Reversible
by Chris Robinson

Usable by: *Magic-user* Area of Effect: *1 cubic foot/ level of caster*
Level: *1* Components: *V, S, M*
Range: *Touch* Casting Time: *1-4 segments*
Duration: *Permanent* Saving Throw: *None*

On casting this spell, the magic-user can touch one or two pieces of non-magical iron or steel, such as hinges, locks, weapons, armour etc which will immediately corrode. The amount of corrosion caused is up to the caster, but the worse it is the longer it takes to cause. In this way, a lock may be corroded away to allow entry to a locked room, or door-hinges corroded to jam a door open or shut — in the latter case, a Bend Bars roll would be required to open a door so jammed shut. The material components are a gold cube worth 100 gp (which is 1" on a side) and a rust monster antenna. Neither is reusable.

The reverse of the spell enables the effects of corrosion to be repaired.

THUNDERCLAP (Conjuration/Summoning)
by Roger E Moore

Usable by: *Magic-user* Area of Effect: *6" radius*
Level: *9* Components: *V, S*
Range: *0* Casting Time: *3 segments*
Duration: *Special* Saving Throw: *None*

When the final words of the incantation are spoken, the mage brings his hands together in a clapping motion. He is unaffected by the spell, but all other creatures within 60' are subjected to an enormous blast of pressure and sound as if from a monstrous explosion. Beings smaller than man-size are knocked down, blown 0-30' and take 2-8 damage each. Larger beings withstand the blast.

In addition, all beings with less than 90 hit points will be stunned as if by a *power word: stun;* further, all beings in the area of effect are deafened for 3-18 rounds, during which they attack at -2 to hit.

MESSIANIC MESSAGE (Enchantment)
by Julian Haseldine

Usable by: *Cleric* Area of Effect: *Special*
Level: *7* Components: *V, S*
Range: *Special* Casting Time: *2 rounds*
Duration: *Special* Saving Throw: *Neg*

By the use of this spell a cleric attempts to convince a crowd that he is a prophet or messiah. He may only use the spell once in his life; any intelligent being within earshot of the cleric's preaching must make a saving throw at +1, up to a limit of 10-40 such beings plus 2-5 beings per point of wisdom of the caster above 11. Those failing to save 'see the light', accept the cleric as a prophet or messiah, and rush off to spread the good word. Creatures of inappropriate alignment may gain bonuses on their saving rolls at the DMs option. Whether (and how) the new church continues to expand is up to the DM.

ALKALINE SPRAY (Evocation)
by Roger E Moore

Usable by: *Magic-user* Area of Effect: *Cone 6" long, 3" wide at end*
Level: *5* Components: *V, S, M*
Range: *0* Casting Time: *4 segments*
Duration: *1 segment* Saving Throw: *½*

This spell creates a cone-shaped spray of ammonia droplets which fly out from the pointing finger of the mage. These cause caustic burns on living tissue only, doing 1d4+1 damage per level of the caster; targets which save take half damage. Creatures such as black dragons, giant slugs etc which use acid weapons take double damage, or normal damage if they make their saving throws. Beings caught in the spray must also make a save vs magic at -2 or be blinded for 10-30 rounds, attacking at -6 during this period. The material component is a small vial of ammonia.

GLAMOUR (Enchantment/Charm) Reversible
by L Barton

Usable by: *Houri* Area of Effect: *1 person*
Level: *3* Components: *V, S, M*
Range: *Touch* Casting Time: *1 round*
Duration: *Special* Saving Throw: *None*

This spell allows the houri to seduce individuals at 150% of the normal base chance. The material component is a small veil which the houri must wear over her face. The reverse of the spell halves the recipient's chance of seduction, and the material component is a toad wart which must be wiped across the recipient's face. In this latter case, a save vs magic is allowed. (The houri character class by Brian Asbury may be found in *The Best of White Dwarf Articles,* or *White Dwarf 13.*)

The Star

Midgard's Brightest Daily — Still only 5sp

30,000 gp FANTASTIC HOBBIT-BASHING COMPETITION!

SEE PAGE 94

LIVINGSTONE LASHES OUT AT ALIEN

FROM OUR BIRMINGHAM REPORTER

'I honestly thought earth was being invaded', said a shocked Ian Livingstone, editor of *White Dwarf*. Ian was in Birmingham to open the new Games Workshop shop when the group of 'aliens' appeared. They turned out to be the Tameside SF Modelling Society, who were also there to celebrate the opening. George Barnes, their leader, suffered no injury in Ian's attack and said that he would still continue to read *White Dwarf*.

UNIVERSITY DON EXPOSES CULT SHOCK

'You may begin to believe that magic might really work', says Bruce.

University lecturer Bruce Galloway has just edited a book 'lifting the lid' off the current *Dungeons & Dragons* cult. The book, published by *Patricl: Stephens Ltd*, explains how it originated, how the newcomer can get started and how the experienced player can make his games more enjoyable. History, culture, society, economy, myths, magical and religious beliefs, armour, weapons, military organisation and magic and combat systems are all covered in this comprehensive work.

The book *Fantasy Wargaming* is not without humour as the subtitles to the chapters — *A Poinard in your Codpiece* — show.

★ YOUR ★ STAR PIN-UP

Chunky Anvar comes from the cold North, but when he has to hot-foot it through the snows, we bet he prefers to use a *hack* and *sleigh*. Anvar plays the barbarian adventurer in *Citadel Miniatures* latest release — the *Ral Partha Monsters & Adventurers* range. Also starring in this quality production are magic-users, goblins, knights and clerics (some of them are shown below) and we bet every one cuts a dashing figure.

Now on general release are the new figures in *Chronicle Miniatures Adventurers* and *Creatures & Monsters* ranges, starring *CF22: Female Wizard* and *CM9a: Hobgoblin with Two-handed Weapon*.

Joe's home is his castle

Joe Dever spent hours defending his castle against a horde of orcs. 'No orc is moving in here', said Joe, 'It'll lower the whole tone of the neighbourhood.' The siege took place in Joe's 25mm fantasy wargame demonstration at this year's Dragonmeet, which again attracted a record attendance. Elsewhere at the event Michael Brunton and Martin Harrison took 1st prizes in the Figures Painting Competition with Commendations going to P. McHale, Brian Cameron, P. Treadaway and N. Chandler. C. J. Wee, Mark Humphreys and Andy Dawson won the Computer Games Competitions. Andrew Trapnell won the *Apocalypse* Competition and 1st, 2nd and 3rd in the *D&D* Competition were C. Alexander, I. Perera and C. Ingham.

Later, an orc spokesman said that they would not refer the incident to the Race Relations Board.

ANOTHER EXCLUSIVE IN YOUR WHITE-HOT STAR

GRIM FUTURE FOR WAR SURVIVORS

A radiation ravaged world is the inheritance for the survivors of World War III in *FGU*'s new role-playing game, *Aftermath*. At the moment, the only chance for the survivors is to go *Into the Ruins*, the first scenario for the game. Other new releases from *FGU* are: *Martigan Belt* — a *Space Opera* scenario; *1st Star Sector Atlas* — a GM's aid for *Space Opera*; *Wild West* — a role-playing game set . . . well, 3 guesses; *Diadem* — an SF boardgame; *Oregon Trail* — a role-playing boardgame of western wagon trail operations; and *Ground Air Equipment* — a *Space Opera* supplement.

BEYOND — THE FRINGE

The fringes of the Imperium have now been charted by *Paranoia Press* in *Beyond*, one of two new sectors approved for use with *Traveller*. The other, *The Vanguard Reaches*, covers an adjoining sector. Other new releases from *Paranoia Press*, all approved for use with *Traveller* are: *Sorag* — a play-aid covering secret-services of the Imperium; *Merchants & Merchandise* and *Scouts & Assassins* — two self-descriptive play-aids; *Ship's Papers* — a pad of data sheets for recording space vessels; and *Planetary Data Sheets* — a pad for recording the details of individual worlds. All these products are to be published in the UK under licence by *Games Workshop* and should be available for the first time at *Games Day* .

★ MORE FUN IN YOUR NEXT ISSUE! ★

Coming up in your next fun-filled issue of *White Dwarf*:

Expedition Counterstrike — An *AD&D* scenario featuring the space travel methods discussed in *WD 26 & 27*;

The Majic Jar — A character conversion system.

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Issues 1-15 now available at 50p each (including p&p). Cheques/POs to M G Stoner, 29 Parkway, Dorking, Surrey.

Palantir 4 Just Out
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The Doombook of Chaos
Another mind-bending issue of this esoteric fanzine is now available. Issue 3 (28pp, only 45p inc p&p) contains *D&D, RuneQuest* and Sci-Fi. A special offer collector's set of issues 1-3 is also available at only £1 (inc p&p). Send to J P Irwin, 194 Chorley New Road, Bolton, Lancs BL1 5AA.

Celebrate Games Day in style!
Yes, free in DragonLords 7, to celebrate our birthday and Games Day, is a full-colour, pull-out game with a fold-out, double-sized board, and fifty counters — The Games Day Game! Also, articles on Making C&S Playable, a photo-review of the official D&D figures, and all the usual features. 60p from Mike Lewis, 5 Yew Tree Close, Broadstairs, Kent.

Middle Earth 25mm
Figures for sale. Approx 200, mostly painted — £30. And approx 1,000 1/300th Napoleonic figures — £11. Colin Mair, 24 MacKinlay Place, Kilmarnock, Ayrshire KA1 3DW, Scotland. Tel: Kilmarnock (0563) 28598.

Quasits & Quasars, Issue 2
36pp QUALITY fanzine that refreshes the parts other 'zines cannot reach. *RuneQuest* adventure, *Traveller* solo, ship plans, *AD&D* dungeon, monsters, magicks, *Gangster!* skirmish and much more! Send 60p post paid to J Hulks, 54 Slimmons Drive, St Albans, Herts. Issue 1 still available; issue 3 out soon.

For Sale
Strategy & Tactics nos 58 to 69, *Combat* 6 dif issues, *Wargamer* 3 to 6, above all with games. *Phoenix* 2 to 15, *White Dwarf* 6 to 10, 12 and 23, *The Dragon* 6, 7 and 11, *Wargaming* 1 and 2, *TSR* 1, 3, 5, 6 and 7, *NFB* 17 to 23, *Trollcrusher* 1 and 2.

Games: *Sniper*, and *Fall of Rome*, TSR: *D&D, MA, Starprobe*, other games; *Superhero 44, En Garde, Starweb, City State, Rift Trooper, Snits Revenge, Ogre, Gladiator, Galactic War, Galactic Warfare.* Mid-earth rules, also complete set of variable dice. Girlfriend forces sale £30. Mr E Bamber, 206 Brook Street, Preston, Lancs.

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The War Machine
Much has been written about the influence that microcomputers will have on the development of fantasy and science fiction gaming. Role-playing and SF games which incorporate microcomputer assistance are now coming onto the market, and as the cost of the machines continues to fall, their use will spread rapidly.

The War Machine is a bi-monthly magazine which will keep you informed and up to date on developments in this area. Independent reviewers give comprehensive surveys of new games software — some of the products are very impressive, but others do not live up to the claims made for them. The magazine also includes accounts of innovations by British software authors, advice for those wanting to rewrite programs for other brands of micro, and a Contact feature for those who would like to get in touch with game-playing computer owners.

For the latest issue of *The War Machine*, send a cheque or PO for £1 to: M W Costello, 17 Langbank Avenue, Rise Park, Nottingham NG5 5BU.

The British Fantasy Society
For ten years the BFS has provided members with current news & comments on all aspects of the fantasy genre in print, movies, etc. Subs are £5 or $15 pa. Send cheque or SAE to 79 Rochdale Road, Milnrow, Rochdale, Lancs, UK.

S.E.W.A.R.S.
October issue S.E.W.A.R.S. (no 5) *AD&D* Fanzine. Now available from 12 The Fryth, Basildon, Essex. 80p inc. p&p. £3.00 (4 issues) subscription.

Wyrms Claw
The role player's magazine with a difference. Issue 6 now available. Reviews, scenarios, articles. 60p + 15p p&p, or £4 annual sub — can you afford to miss it?
37 Fanshawe Cres, Hornchurch, Essex, RM11 2DD.

Alien Star
Issue 5 of this *Traveller* magazine now available from either Robert McMahon, 16 Egdon Drive, Merley, Wimborne, Dorset or (even better) from the Games Day Fanzine Stand for 75p. Issues 3 & 4 also available.

Full Time Shop Assistant
Required at Games Workshop's London branch. Applicants should have a good knowledge of hobby games. Contact: Timothy Olsen, Shop Manager, Games Workshop, 1 Dalling Rd. London W6. Tel: 01-741 3445.

CLUBS

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'Nameless' Games Club
Games: Mostly *D&D.*
Time: Varies.
Place: Varies.
Comments: Any race or alignment welcome!
Contact: Ian Betteridge, 685 Harvey Road, Alvaston, Derby DE2 0EH. Tel: Derby 73029.

DURHAM CITY
The Nameless Group
Games: *AD&D, C&S, Traveller, GW.*
Time: To be arranged.
Place: Members' houses.
Comments: Ages 13+ DM needed.
Contact: Mike Lovett, 13 Watling Way, Lanchester, Co. Durham. Tel: Lanchester 520459.

HAMPSHIRE
Ash Vale Wargames Society
Games: *D&D, RuneQuest, Traveller, Space Opera,* Board Games, Historical Games.
Time: 7pm-11pm, every Friday.
Place: St Mary's Community Centre, Ash Vale, Nr Aldershot, Hampshire.
Comments: Age 15+, refreshments available.
Contact: Paul Harrison, 14 Dorset Road, Ash Vale, Nr Aldershot, Hants. Tel: Aldershot 26761.

EAST LONDON
City & East London Wargames Group
Games: *D&D,* ACW, Fantasy, Sci Fi.
Time: 1st & 3rd Sunday each month, 2.00pm.
Place: Ede House, 146 Mare Street, Hackney E8.
Comments: All welcome.
Contact: John Sutherland, 63 Pembury Close, London E5. Tel: 986 3752.

MADISON, WI
American Gamers Club
Games: Warboardgames and role-play; speciality *AD&D, Starfleet Battles.*
Time: Most Saturdays 12.30 to 5.30.
Comments: We are in desperate need of players who like campaigns.
Contact: Lamont Colucci, 6333 Piping Rock Road, Madison WI 53711 USA.

HEATHFIELD, EAST SUSSEX
Heathfield Wargames Club
Games: Tabletop battles, historical, *LOTR* etc, *AD&D, Traveller* and others considered.
Place: Heathfield Hall one Saturday evening per month, RPG campaigns on rota.
Comments: Any level of experience welcome. Gaming and painting competitions, send SAE for details.
Contact: Chris Abbey, Lumbertubs, Mutton Hall Hill, Heathfield TN21 8NE.

NORTH YORKSHIRE
FRP Games Club
Games: *AD&D, Traveller, RQ.*
Time: Varies.
Place: Varies.
Comments: All welcome.
Contact: Kit Monkman, Shandy Hall, Coxwold, York YO64AD. Tel: 03476 465.

HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.

AD&D Bournemouth
AD&D player seeks new players (DM as well). Contact: Richard Rowe, 41 Methuen Rd., Bournemouth, Dorset. Tel. (0202) 27306. Also *White Dwarf* nos., 1-6, 8, 10-15 inc. Good prices paid!

New D&D Player
(1 year exp.) would like to meet any player or learn of any clubs in 10 mile radius of Bromley. Jeremy Robson, Tel: Farnborough 57422.

AD&D Brighton
Would any clubs/players be willing to let a 14-year old player of *AD&D* join their forces? If so contact Damian Chunilal, Hobbits, Mount Way, Lancing, W Sussex.

Wanted
Female barbarian needed to help kill things in various West London dungeons! Own cave and magic sword to talk to. Apply Tolvar Halflip (charisma 7) 01-567 0240.

AD&D Glasgow
Role-players wanted for two low-entropy wilderness-based variant *AD&D* campaigns meeting regularly in Hyndland, Glasgow. Contact: I Austin, 38 Rotherwood Avenue, Knightswood, Glasgow G13.

AD&D Edinburgh
Adventurers and adventuresses want to start an *AD&D* campaign in the Edinburgh are aged 13+. Contact: Gavin Baird, 031-552 1335.

South Bucks
Aged (23 and 24) couple are looking for *AD&D/D&D* players or club in Chesham area to campaign with. Contact: Lesley Palmer, 52 Frances Street, Chesham. Tel: Watford 28311 (daytime).

AD&D, Hong Kong
Regular meetings, visitors or new arrivals welcome. Contact Nim White, 2 Mansfield Road, Flat 14, 7/F, The Peak, or phone H-97187 (evenings). We also wargame and boardgame, and are ready to try new FRP games, if you 'DM'.

D&D Fife
Would anyone willing to accept an 18 year old player into *D&D, Traveller, RuneQuest* within 10 miles of address please contact: R J Brown, Medical Centre, RAF Leuchars, St Andrews, Fife.

D&D Maryland
I am on the lookout for anyone interested in role-playing games, specifically *D&D,* to correspond with — exchanging ideas etc. My own group varies in age from very young to over 25 years, and we would enjoy hearing from our English *D&D* cousins. Contact Sharon Midgett, 6404 46th Avenue, Riverdale, Maryland 20840 USA.

Wanted
Could anyone please supply me with *White Dwarf* No 1-11, will pay good price. Contact C P Avrili, 6 SU, RAF Rudloe Manor, Wilts.

Desperately Needed
White Dwarf Nos 1, 2, 3, 4, 5, 6, 8, 9, 10, 11, 12, 13, and 17. Contact: Eric Instone, 15 Priory Road, High Wycombe, Bucks.

D&D Liverpool
Experienced *D&D* player wishes to make contact with a *D&D Club/Society* in or near Norris Green, Liverpool. Tel: 051-523 9076.

chronicle

Miniatures

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CF 1	Cleric with mace	
CF 2	Druid with spear & shield	
CF 3	Wizard	
CF 4	Illusionist with wand	
CF 5	Fighter with sword & shield	
CF 6	Dwarf Fighter with chain mail & hammer	
CF 7	Fighter Henchman Left handed with equipment & lantern	
CF 7A	Left-Handed Fighter	
CF 8	Ranger with sword, shield & bow	
CF 9	Elf Fighter Wizard holding staff	
CF 10	Thief back stabbing	
CF 11	Dwarf thief sneaking	
CF 12	Assassin	
CF 13	Assassin with dagger & garotte behind back	
CF 14	Henchman/Hireling carrying pack, lantern, etc, etc, etc	
CF 15	Female Cleric-robed	
CF 16	Samurai Adventurer	
CF 17	Ninja	
CF 18	Monk	
CF 19	Half-Orc	
CF 20	Paladin	
CF 21	Female Thief	
CF 22	Female Wizard	
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CM 2B	Ogre Chieftain	35p
CM 3	Bugbear	30p
CM 3A	Bugbear with Two-Handed Weapon	30p
CM 3B	Bugbear Chieftain	35p
CM 3C	Bugbear Shaman/w. doctor	30p
CM 4	Zombie (Redesign)	25p
CM 5	Mummy	22p
CM 6	Werewolf	28p
CM 7	Wight	25p
CM 8	Vampire	25p
CM 9	Hobgoblin	25p
CM 9A	Hobgoblin with Two Handed Weapon	25p
CM 9B	Hobgoblin Chieftain	30p
CM 9C	Hobgoblin Shaman/w. doctor	25p
CM 10	Troll	35p
CM 11	Cyclops	35p
CM 12	Lich	25p
CM 13	Medusa	25p
CM 14	Ghoul	25p
CM 15	Gargoyle	35p
CM 16	Wererat (Manrat form)	25p
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CT 4	Ruffian with sword	25p
CT 5	Brigand with sword & shield	25p
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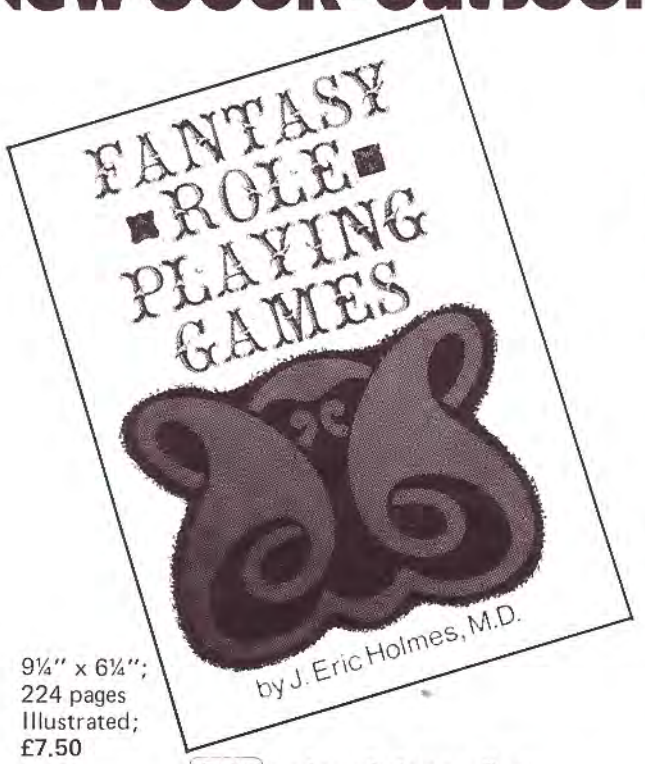

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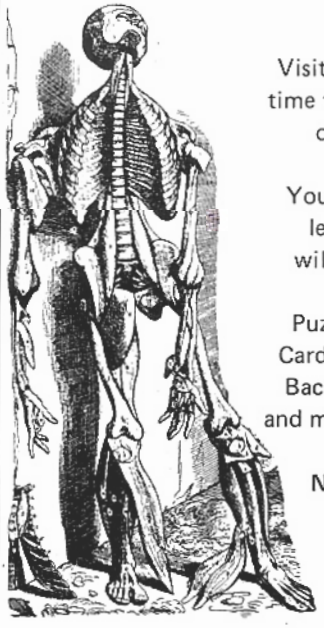

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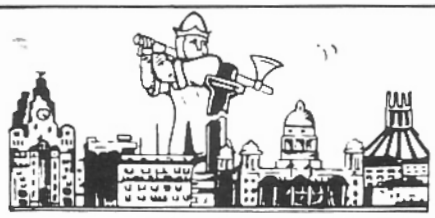

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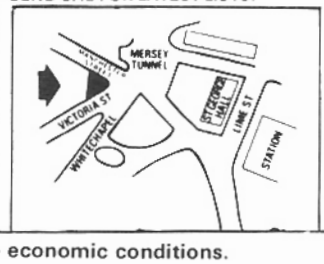

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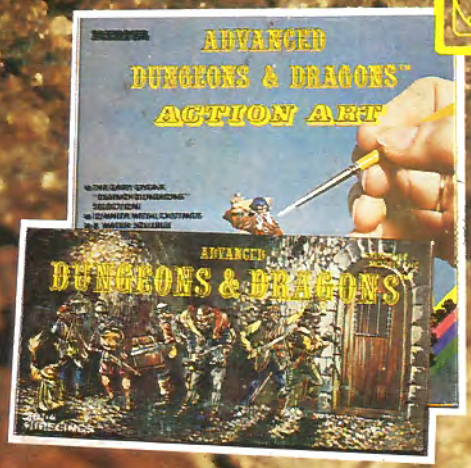

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